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25TH ISSUE - COLLECTOR'S EDITION

N64 PRO

SOUTH PARK!

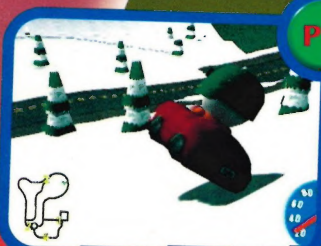
2 NEW GAMES!



P6

SLIP INSIDE CHEF'S HUT FOR SOME RED HOT LOVIN'! BABY

CHEF'S LUV SHACK



P7

PUT YOUR FOOT DOWN DUDE OR KYLE'LL KICK YOUR ASS!

SOUTH PARK RALLY



PLAYED TO DEATH!

★ **COMMAND & CONQUER** ★

★ **F1 WGP 2** ★

★ **SHADOWMAN** ★

★ **PERFECT DARK** ★



Pokemon REVIEWED! SNAP



Premier Manager

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Courtesy of Roadsters - the best N64 racer yet?

ISSUE 25 SEPTEMBER 1999 £3.99



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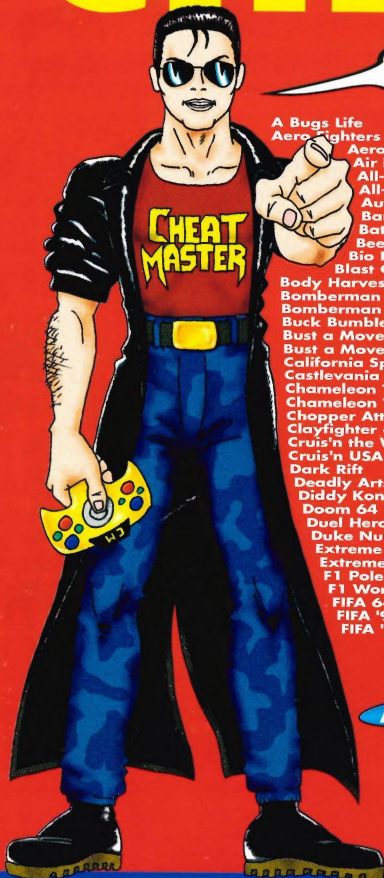
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Bio Freaks
Blast Corps
Body Harvest
Bomberman 64
Bomberman Hero
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Bust a Move '99
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Castlevania
Chameleon Twist
Chameleon Twist 2
Chopper Attack
Clayfighter 64
Cruis'n the World
Cruis'n USA
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Diddy Kong Racing
Doom 64
Duel Heroes
Duke Nukem 64
Extreme G 1
Extreme G 2
F1 Pole Position
F1 World Grand Prix
FIFA 64
FIFA '98
FIFA '99

Fighters Destiny
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Fox Sports College Hoops 99
F-Zero X
Gauntlet Legends
Gex
Glover
Goemans Great Adventure
Golden Eye
Golden Nugget 64
GT 64 Championship Edition
Hexen
Iggy's Reckin Balls
International Super Soccer
ISS '98
Jeopardy
World Soccer World Cup France '98
J-League 11 Beat 97
Ken Griffey Jr's Slugfest
Killer Instinct Gold
Knife Edge: Nose Gunner
Kobe Bryant in NBA Courtside
Lode Runner 3D
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball: Ken Griffey Jr
Milo's Astro Lanes
Mario Karts
Mario Party
Mario 64
Micro Machines
Mike Piazza's Strike Zone
Mischief Makers
Mission Impossible
Mortal Kombat 4

Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
Multi-Racing Championship
Mystical Ninja: Starring Goemon
Nagano Olympic Hockey
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Nascar Racing '99
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NFL Quarterback '98
NFL Quarterback Club '99
NFL '99
Nightmare Creatures
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Off-Road Challenge
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Perfect Striker
Pilot Wings
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Quake 2
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Snowboard Kids 2

South Park
Space Dynamics
Space Station: Silicon Valley
Star Soldier
Star Wars: Rogue Squadron
Super Mario
Super Robot Spirits
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Superman
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Top Gear Overdrive
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Wayne Gretzky's 3D Hockey '98
WCW Nitro
WCW Vs NWO World Tour
WCW Vs NWO Revenge
Wetrix
Wipeout 64
World Cup '98
World Driver Championship
WWF Attitude
WWF War Zone
Yoshi's Story
Zelda

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ULTIMATE
WALKTHROUGH
TO THE ULTIMATE
GAME**

AUDIO SERVICE

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The team... think of travelling to warmer climates when the sun's shining outside, and spend most of their time daydreaming of their ideal holiday location when they really should be working!



Mark...

being a big martial arts movie fan, fancies going to Hong Kong to meet Jackie Chan!



Jim...

is so happy living in lovely Stockport that he feels everyday is already a holiday, so he's no need to travel!



Noely...

has always had the urge to trek around Japan, cos he fancies the schoolgirls!



Paul...

wants to live in China, where he'll open a takeaway noodle shop to get his own back for all the chippys!



Tip-X...

has been to most places on his intergalactic travels, but quite fancies the dark side of the moon



Scoop...

finds the idea of a trip to Battersea appealing. he's heard the bitches outnumber the blokes 3 to 1!



Steve...

longs to leave damp and dreary England behind for good to go and live in LA



Lewis...

fancies leafy New Zealand, although we reckon he could get what he wants in Wales! Or maybe Yorkshire!



James...

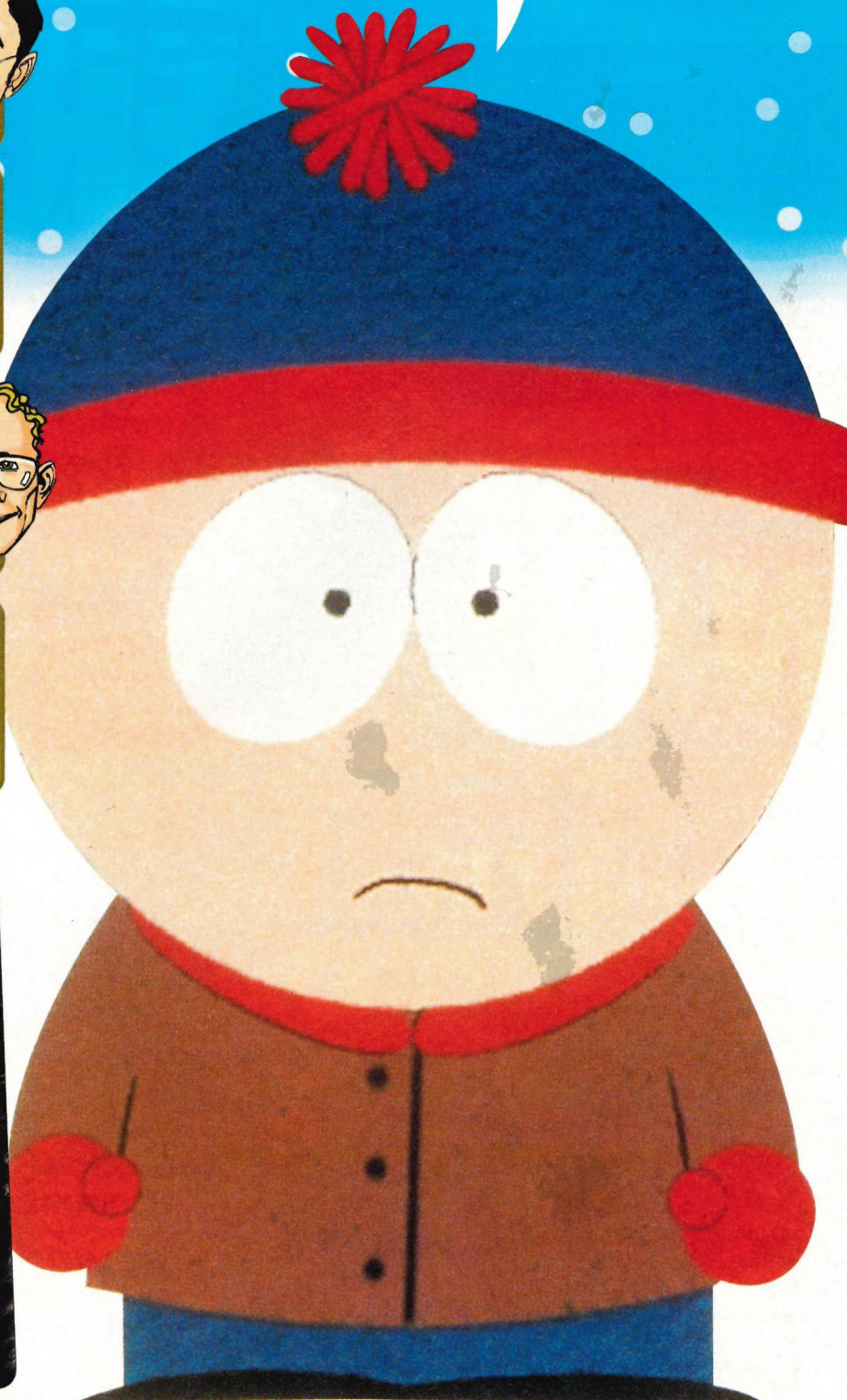
is a bit of a pauper, and a week at Pontins would be a massive treat for him!



Nicky...

dreams of visiting the Caribbean, and drawing pictures in the sand. Of what, we're not sure!

Dude. This is seriously fu... messed up! There you all are, sweating in the middle of a heatwave, and here I am, freezing my ass off in South Park! This latest issue of **N64 Pro** is so cool though that it's sure to make your armpits a little more tolerable, for a while at least! Kyle, Kenny, Cartman and me are back already, and even Chef's got his own game this time around! You can read all about them in the news. There's loads of other cool stuff too, so what are you wasting your time here for? Get to it dudes!



The 8 Commandments

N64 PRO: will always review games dead honestly, and we'll always ask at least one of you lot for your opinion too!

N64 PRO: will be bang up to date with the latest reviews, finest previews and most up to the minute news in every single issue

N64 PRO: will scour the galaxy to find each and every new cheat possible for every single N64 game, even if it kills us!

N64 PRO: team members will never talk down to our readers - even the really thick ones!

N64 PRO: will always be written by experts who live and breathe N64 gaming

N64 PRO: will always give the most coverage to the best games, and not waste our time - or yours - rambling on about the rubbish ones

N64 PRO: will always be the most reader-interactive N64 mag around - giving you the chance to have YOUR say in many different ways

N64 PRO: will always feature the latest cheats, and the guides to the games you want to see cracked!

Get in touch! Send your comments, opinions (with photos) to: N64 Pro, FREEPOST, 3038, Macclesfield, Cheshire, SK10 4YE (No stamp required)

N64 PRO

Issue 25 September 1999

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Join the Pro Crew!
And you'll never look back!

18

Leagues
2-1! To the Ars-enall! Etc.



CON

8 Movie Heaven!

PLUS TOYS GALORE ON PAGE 12!

That dusty old VCR'll look even more out of date next to this swanky, top of the range **800 quid DVD player!** And that's not all! We're giving away a load of posh gaming cushions, **South Park** goodies aplenty, tickets to the Disney Channel Kids Award, **Darth Maul** costumes and loads more! Amazing!



WIN!



FREE

Blogger's Guide to Premier Manager 64!

This is no guide of two halves! The whole thing, in one enormous explosion of tips and strategies for the N64's finest manage-em'up!

ENTER THE PRO CREW

38 Reader Reviews

Mates reckon you're a bit of a Dickens? Get it off your chest by writing one of these little babies!

62 Premier Manager Tips

You too can be as good as Joe Royle!

66 Tips, Codes & Cheats

Tip-X nips in with the latest in hot hints, cool cheats and sexy strategies to sort you out!

Regulars

6 News Roadsters.

Shadowman. Re-Volt. Perfect Dark. South Park. Say no more.

14 Scoop's Gallery

This is the kind of art we like to look at! It's masterpiece mania!

Your very own Blogger's Guide to Quake II

It's not all Doom and gloom if you're stuck on the gruesomely lovely Quake II! Tip-X has been fragging his ass off this month to make sure that boomstick is well and truly off your gaming diet!

Tip-toe through the torsos (severed of course) safe in the knowledge that around every corner and behind every door is exactly what you expect there to be!



FREE 22 Reviews REVIEW

Calling out, around the world, are you ready for some brand new treats? Summer's gone, and the time is right, for gaming in the street! Or summat like that...

22 Command & Conquer

28 F1 WGP 2

32 Pokemon Snap

36 Shadowgate



38 Reader Reviews
Write top like what we does!

86 Nintendo Park
Mini-reviews on every game!

47 Posters! Thousands of 'em!
Well, quite a few anyway!



FREE Posters



We can barely move around we've had so many **GB Color** carts in this month! They get everywhere y'know!

PRO ZONE



70 Pro Arena
Gaming gladiators from around the world battle it out for the ultimate accolade of being Pro's top gamer!

74 Swap Shop
Swaps, shouts and pen pal requests

76 Join the Pro Crew
You won't believe the stuff you get!

78 You reckon?
Quick! There's a pic of Joey from Dawson's Creek! and some letters...

84 GameBoy Nation
Handheld hijinks with a ton of carts!

86 Nintendo Park
We've sacked Mark and employed Parky

22 Coming Soon...

The biggest and best N64 games ever! And there are tons of them! Check out what you'll be playing for the next year!

24 Leagues

This is where we sort the men out from the boys. The Premier Leaguers from the Unibonds!

Left: Scoop's been banged up! You can free him next month!

BLUEPRINT

10 Shadowman!

We've played it to death this month, and it's every bit as good as we dreamed it would be!

11 Perfect Dark

It's coming! And it's coming soon! Oh my God! We can't wait anymore!

HELLO, children! You can read all about two new **South Park** games in this month's news section! Don't get caught hanging around near my

Luv Shack though, it's no place for kids! All kinds of funny, grown-up stuff goes on in there! **South Park Rally** is far more parent friendly, and just as much fun too!

6





Being a dog I'm capable of sucking on my own salty balls. Cool eh!

Hot news this month...

- 6 South Park
- 8 Roadsters
- 10 Shadowman
- 10 Perfect Dark

Chef's Gourm

Hey every body have you seen my games? They're big, and sexy and cool

Hello children. Well, slap a my thigh and suck on my balls if I ain't got some juicy games for you!

Shack Up with Chef

WHILE MARIO has been throwing parties galore for him and all his mates in Mario Party, there's a bunch of kids who weren't on the guest list. Not surprisingly their own brand of scathing humour and sewer mouthed profanities meant they didn't get an invite, to the much more wholesome goings on at Mario's place.



WIN! South Park Deskmates

Answer
 Name
 Address

 Postcode Age



OKAY YOU b*****s. Check these babies out. They're deskmate's err...mate and they're the ideal toy for 'friendly faces everywhere.' Kenny, Cartman, Kyle and Stan through to Chef and even Beefcake, sit on your desk (Durr!) with 'ample parking day and night' for pens, pencils and even small cards. But best of all, lift each kid up and he'll insult you with a torrent of abuse. Dammit! And because we're such generous sorts here at N64 Pro we've teamed up with Playmates Toys to give away eight of the b*****s. And if you're sat on your fat ass thinking, Yeah! I want a South Park Deskmate then tell us the name of the talking turd from the South Park show. Answers to Beefcake Compo! at the usual address no later than 12th September.

et Games

Undeterred, however, they've decided to throw their own bash round at Chef's 'pad'. Chef's Luv Shack is the name of the title that promises Mario Party-esque multi player, mini-game mayhem every bit as mad and manic as in Nintendo's title.

The game will be a trivia quiz show of sorts hosted by Chef. When he's not inviting the South Park kids to suck on his Chocolate Salty Balls, he'll be entertaining them with rowdy party games



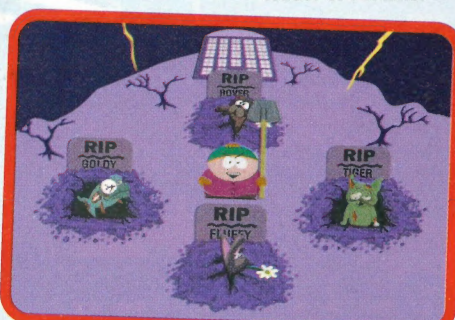
featuring such worryingly dubious titles as Spank the Monkey with Mr Mackay, Asses in Space and who could forget Huntin and Killin with Jimbo and Ned?

It may be a quiz show, but there'll be no prizes for guessing that the game

will feature the same sense of humour as the show (ie a sick, twisted one) and look better than a naked Jenny Powell laid spread-eagled across the Wheel Of Fortune.



SCOOPY SNACK
South Park began as an electronic Xmas card that cost \$750 to make



Cartman's Skidmarks

IT'S NOT just parties that South Park kids don't get asked to. Undaunted by the fact that their invitations to go karting with Mario and his mates mysteriously 'got lost' in the post, they've decided to go ahead and organise their very own manic racing related shenanigans.

South Park meets Mario Kart in South Park Rally, a riotous racing game featuring all your favourite characters from the hit show. From Cartman in his 'authori-TAH' police gear, Big Gay Al in his Big Gay Love Bug, Stan's Grandpa in a rocket-powered wheelchair, and even Jesus on a little fluffy cloud, this is purest South Park and it's gonna be fun!

Not since Mario Kart has a race game promised such multi player madness. Each of the South Park Rally cars will have weapons and pick-ups that can be used against opponents and all of this manic action is represented in clear, sharp, colourful, and fog-free graphics.

Expect the game to be four letter fuelled, with Road Rage

definitely the order of the day with 'God knows?' how much blaspheming, loads of 'ble*ping' and cussing and not forgetting copious amounts of Kenny killing. Oh my God!



SCOOPY SNACK
The South Park film Bigger, Longer, and Uncut has just opened in the US



WIN!

Predict next month's Official UK **GAME** Chart top 3 and win a £25 **GAME** gift voucher

Charts

Sponsored by **GAME**



GAME UK Chart

- 1 - Star Wars: Episode 1 Racer (above)
- 2 - F1 WGP2
- 3 - Command and Conquer 64
- 4 - Quake II
- 5 - Rogue Squadron



GameBoy Color

- 1 - Mario DX (above)
- 2 - Zelda
- 3 - R-Type DX
- 4 - Harvest Moon
- 5 - Warioland



N64 Pro's Most Wanted

- 1 - Donkey Kong 64
- 2 - Jet Force Gemini (above)
- 3 - Perfect Dark
- 4 - Resident Evil 2
- 5 - Ridge Racer 64

My predictions are as follows...

1

2

3

Name

Address

Postcode Age

Hit the Road, Jack!

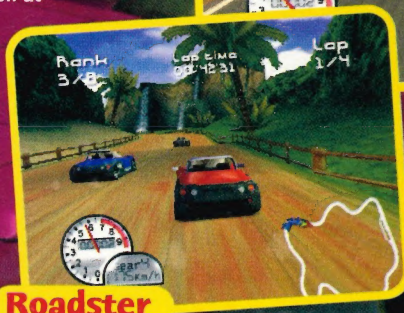
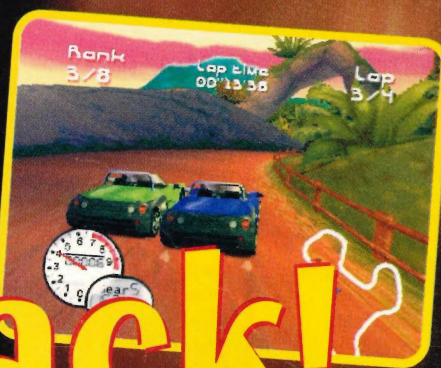
WELL, it's been tough holding back, but at last, we can give you your first proper look at what we reckon will be the best N64 racer so far! Yes, even better than the stupendously sexy and exciting World Driver Championship!

In the run up to the Roadsters review in a couple of issue's time we'll be getting right under the bonnet of this fantastic looking racer and telling you everything you could possibly want to know. For now, just gaze in wonder at the jaw-dropping screenshots and imagine what it's going to feel like to have the wind whipping through your hair as you tear through some of the most exciting road race environments ever stuffed onto an N64 cart!

Want a bit more in the way of detail to tide you over do ya? Well,

it's basically the ultra suped-up unofficial sequel the decidedly average (and appallingly named) Automobili Lamborghini, but this time it's had all the gameplay issues addressed and features 20+ of the coolest 'hot rod' convertibles ever dreamt up by the world's top car designers.

It uses a vastly overhauled 3D engine, that not only allows more cars to move smoothly on screen at any one time, but also shifts up a gear in terms of speed! You won't be able to believe your eyes as the near photo-realistic scenery zips past your motor at terrifying speeds! We've played it loads, and we love it. We're certain you're gonna love it too, and we'll tell you loads more about why in the next issue!



SCOOPY SNACK
The almost photo realistic so whips by at terrifying speed!



Roadster

Millennium Mov

WIN!

a DVD Player!



Answer

1 DIGITAL VIDEO DISC
2

Name

Address

Postcode

Age

Get DVD off us!

BUT don't worry! You won't need to visit a clinic if you catch this little beauty! Packed with all the top of the range features you'd expect from a top of the range player, you'll be the envy of all your mates with this sitting proudly beneath your telly! All your favourite films will be brought to life in fabulous picture quality and ear splittingly noisy sound! It's just like going down the pictures, but without the annoying

bunch of scallys chucking popcorn at everyone, and no boring film geeks who just refuse to shut up all the way through the film (unless you're watching round at Mark's house of course!) And it's all courtesy of Titus, and upcoming racer's dream – Roadsters!

How to win!

Cos this is such an incredible prize we're running it over two issues – one question this issue, one next. All you need to do is answer this

REVIEWED:

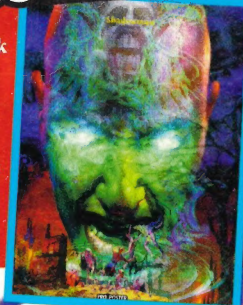
28

F1 WGP 2, the sequel to the best F1 game on any format ever is here already! And blimey, it doesn't half shift



PRO:POSTER

Thomas the Tank Engine wallpaper peeling, or just got a dubious stain that needs covering? These'll sort it!



CHEAT ZONE

66

Psst. Get over to page 66 and you'll find loads of top secret stuff! Just don't say I told you!



WIN!

A New kind of Joy Pad!

Fed up of twisting yourself into positions that'd make a yoga teacher's eyes water while trying to play the latest N64 blockbuster in comfort? Well, your bum will be numb no more if you win a funky Kush'n! This essential gaming accessory has been designed to hug even the most sensitive of cheeks with the maximum of squishy soft sensations, and with a flashy space-age silver wipe-clean cover it's useful even for those spookier Shadowman moments!

How to win?

All you have to do to win one of the 10 we're giving away is tell us which is the largest muscle in the human body?

(clue: some people's are much larger than others, but everybody's got one!)

Send your entries to...

Kush'n Competition, N64 Pro, Freepost, 3038, Macclesfield SK10 4YE

ies!



month's tricky poser - what does DVD stand for - and keep hold of it until next month, when we'll give you summat else to do and give you details on how to enter! See you in four weeks then, when this ultimate home entertainment accessory could be yours! ooh, it's all exciting...



Answer

Name

Address

Postcode

Shadowman

BLUEPRINT

SHADOWMAN looks set to cause a fuss very soon. I've got my paws on an almost finished version of this 'mature title' and can confirm that it contains swearing, blasphemy, occultism, murder, voodoo and a plot so grim it starts with Jack the Ripper who (after a quick 'slash') heads

straight down into the world of the dead to join forces with four other serial killers.

Voodoo worrier

You are Michael LeRoI (aka Shadowman). Being just a bit dead means that you can travel at will between Liveside and Deadside by

using your kid brother's teddy bear (he's fully dead by the way). In Liveside you're Michael, trained assassin, in Deadside you're Shadowman, a superhero with vastly increased powers.

Dead funny

One thing that's surprising about Shadowman is that despite the

N64 PRO

N64 Pro is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff that's coming up this issue!

REVI

36

Is this the killer RPG we've all been waiting anxiously for, or should Shadowgate have been left alone in the dark?

SCOOPY SNACK
"You travel between Liveside and Deadside using a teddy bear"

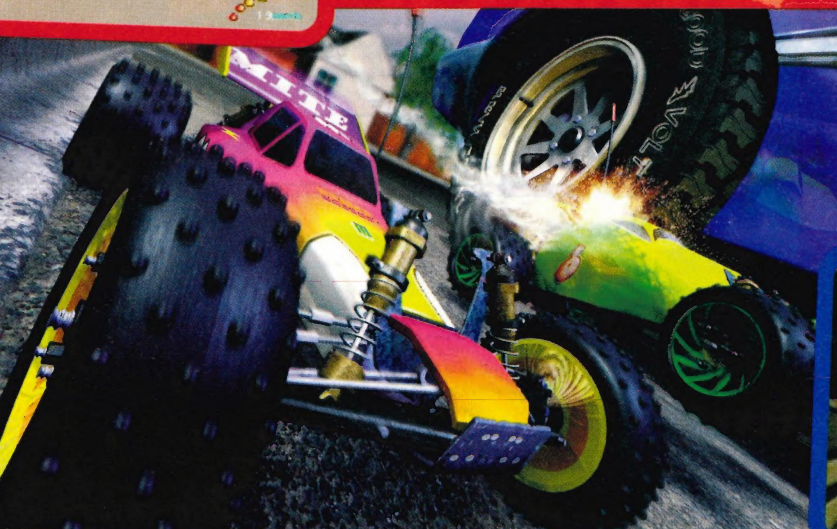
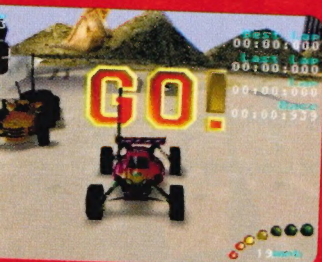


Re-Volt

ANOTHER top-class racing game heads onto the N64 in the form of Re-Volt. This time you get to race remote control cars instead of full-sized monsters. Looking reminiscent of Mario Kart and Diddy Kong Racing, this is a fast paced racer with fantastic looking visuals.

The controls are top-notch and the cars have that twitchy handling that marks a radio controlled car. The tracks are well thought out as well with you racing through giant-sized (since you're controlling from a diddy car view) supermarket aisles, streets with enormous cars and museum exhibits as big as skyscrapers! (plus loads of other secret tracks too).

There're plenty of power-ups as well making the whole game top fun for four players. It looks like Acclaim could have another winner on their hands with this.



Perfect Dark

NO NEED to rush Rare! Take your time, it's not as if the entire world is waiting for the sequel to GoldenEye (I'm sure there's a PlayStation owner in Bolivia who's not after a copy of the game).

It now looks like Perfect Dark will get a December release! Still, not to worry, at least it'll be sitting under the tree come Chrimbo!

GoldenEye child

When you get your mitts on a copy of this game you'll wonder how you lived without it. After seeing it running we can honestly say that it blows GoldenEye right out of Nintendo Park.

It's far more cinematic for starters and promises over an hour of movies and speech. The detail is so high that it might as well be FMV for all the difference it makes. And if you've got a



top class telly you can play the game in a 16:9 widescreen mode with Dolby Pro Logic Surround Sound.

Show us your bot

The multi player game looks better than GoldenEye's, with Rare introducing 'bots' and 'simulants' making the game more action-packed. Bots are intelligent opponents that fight against you and your friends. Simulants are highly intelligent co-operative players that will follow your commands (given by using the D-pad) to attack, retreat, provide cover and survey the area ahead of you.

Last but not least, the best levels from GoldenEye are being included with updated versions of The Complex and The Temple are ready to play. Everything we hear about this game it just makes us want to play it more and more.



N64 PRO

NEWED: CHEAT ZONE

Struggling to get your strikers firing? How about switching formations? Or maybe a new player? Tip-X tells you how to rise to the very top of the league!



deeply disturbing plot, it's actually a very funny game. There's a definite dark sense of humour and it makes you laugh almost as much as it makes your toes curl in horror. Get ready to hide behind the settee soon though because we have a full review of Shadowman heading your way!



Monster Truck Madness

FROM TINY cars in Re-Volt to stonking great big monster trucks! Having played an early version of Monster Truck Madness we can say that it's looking 'monster'!

Dirty great trucker

Unlike most racers you head straight off-road with a race track made out of huge dirt hills and massive jumps. The incredibly realistic four-point suspension re-creates the bouncy feeling of driving on ludicrously oversized wheels and makes the game great fun to play too.

We'll be keeping a close eye on Monster Truck Madness and we'll let you know as soon as there's any more developments.



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The Force is Strong in This Stuff

With Episode One the hottest thing since having a light sabre shoved up your butt we've all gone a bit Star Wars crazy. And just look at some of the marvelous Star Wars related madness we've managed to get our paws on:

Mauled to Death

HONESTLY, you kids today don't know you're born. In my day, we'd run around with a stick pretending to be Luke Skywalker or Darth. But no, you kids go and get all molly cuddled with your very own Star Wars costumes, complete with black suit, boots, mask, belt and light sabre...it's scandalous, absolutely scandalous. Well actually it's not.

I suppose it's really rather cool. So cool in fact that it was all we could do to prevent Paul jumping into the suit and leaping like a Jedi (though admittedly a crippled Jedi) onto a nearby desk, and waving his light sabre at all the girls in the office. Anyway, we've used a Jedi Mind Trick on Rubies Masquerade Company and convinced them to give us four of these absolutely 'spot on' Darth Maul costumes.

How to win!

So tell us: What is the full title of the first ever Star Wars film? Answers to Darth's Been Mauled compo at the regular address.

Answer

Name

Address

Postcode

Age

Pop Up & Stay Tidy

LET'S face it, tidying up is rubbish Isn't it. We all hate it. Apart from old people of course who have nothing better to do with their time and have forgotten how to play. Anyway the point is we might just have found something that makes tidying away your toys err...fun. No really. Check this out for a smart piece of Star Wars kit. It's an R2D2 toy tidy (a pop up one no less), and if you're one of those big kids who pretends they're too old to play with toys, how about using it as a laundry basket? Either way your room's tidier, your mum's happier and your mates are totally jealous. They're from Worlds Apart, retail at £22.99 and we think they're out of this world.

WIN!

WIN!

Wind Wars

MORE KITES? I hear you cry. Well judging by the response to our last kite giveaway you lot are high fliers who simply cannot get enough of them. Worlds Apart have added to their range with these spectacular Star Wars kites. There's a range of three cracking kites, a Stunter, a Pocket Kite and a Keel Kite and all have brilliant designs from Episode I, including Anakin in his pod racing gear and the big eared loon that is Jar Jar Binks.

To win one of 10 kites on offer tell us: Which film in the Star Wars saga is Episode 4. Answers to Breaking Wind comp at usual address.

Answer

Name

Address

Postcode

Age

Kid's Awards

WHO'S YOUR fave football hero? Shearer? Beckham? Well what about Band Of The Year? Would you sit spellbound listening to Bewitched or sit thinking cor about the Corrs? Well don't tell me, tell Disney via McDonalds. Voting is now under way for The Disney Channel's Kids Awards 1999 with categories ranging from Best Super Hero Of The Year to Best Soap and of course Best Computer Game (with nominations for Zelda (of course), Bug's Life, Spyro The Dragon, FIFA '99 and Gran Turismo). Best of all though we're going to give 2 pairs of tickets away to the star studded extravaganza which takes place on 18th September at the London Arena. Plus there'll be four runners up prizes of Disney Channel goodie bags to the six lucky competition winners plucked from our mailbox.

To enter the competition, answer this simple question: What are the nominations for the Best Computer Game category?

WIN!

Answer

Name

Address

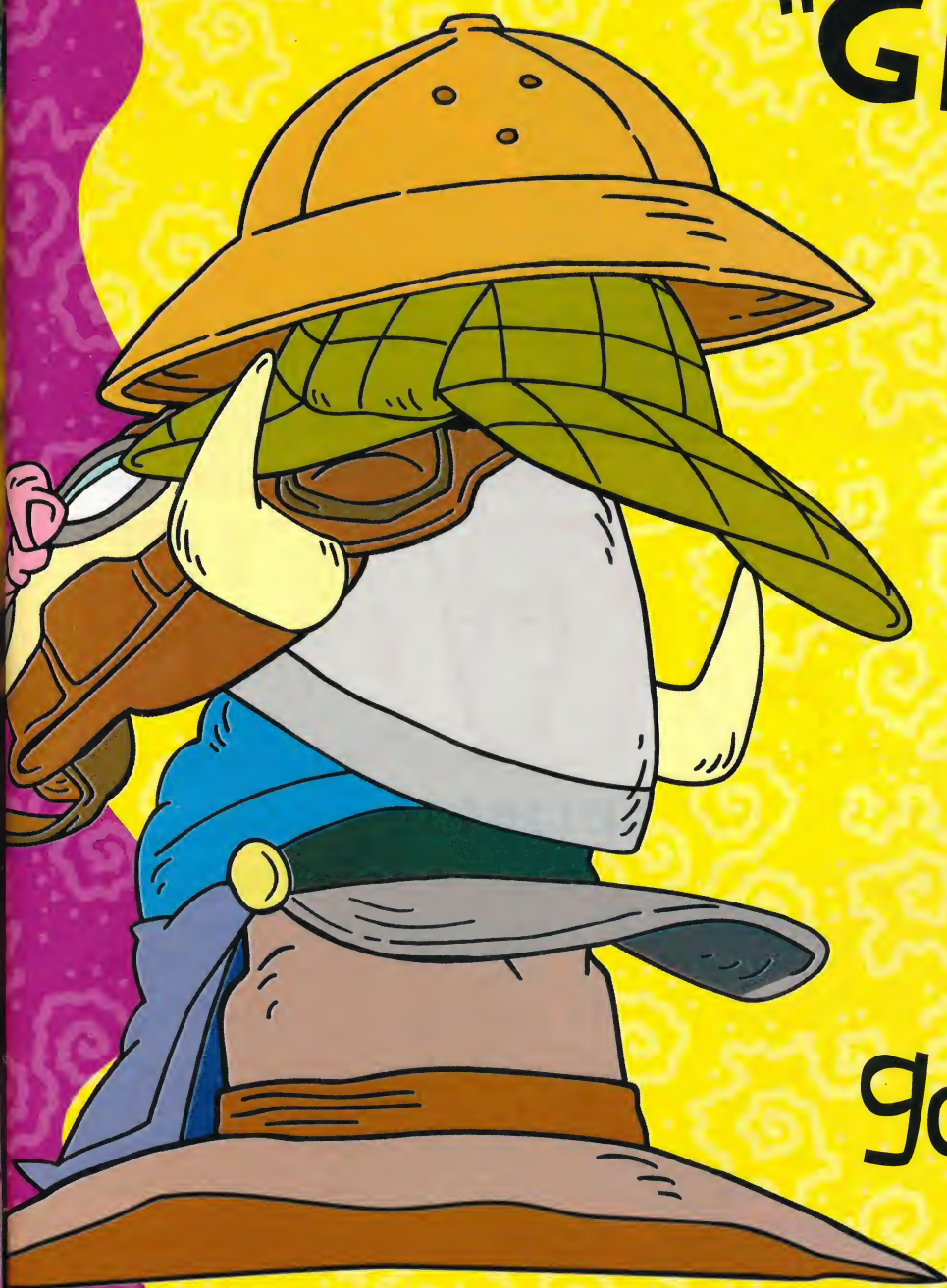
Postcode

Age



NICKELODEON™

nicktv.co.uk



"Grab your
hats
babies,
we're
going in!"

The babies arrive for a **TOTALLY NEW** adventure



September '99

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www.thq.com

Munch, Van Gogh, Jim, Nicey and myself have a common artistic bond. Yup, we're all absolutely 'barking' of course!

Pollock turned to drink, Munch went mad and Van Gogh lopped his ear off, and all because they couldn't get into Scoop's Gallery, where I only hang the finest screenshots

Donkey Kong 64

I PLAYED this one at E3 and there wasn't a donkey in sight. Even so, expect this Kong to be crowned King of platformers when it swings onto N64 later this year.

SCOOP'S GALLERY

A priceless collection of paw prints!



OUT DEC



WWF Wrestlemania 2000

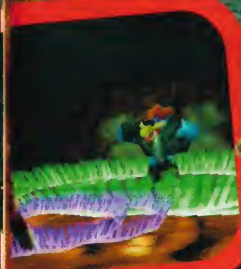
WHILE other weedy, wrestlers are cowering behind watered down sequels, THQ is ready to rumble with WWF Wrestlemania 2000, a title that drags grappling games kicking and screaming into the next millennium.

Sprocket

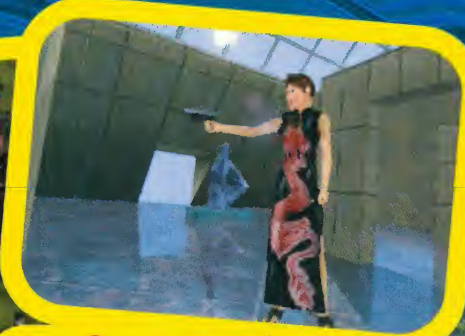
OUT DEC

ENTER the mad mechanical world of Sprocket, a mumbly little droid whose job it is to save Whoppy World from the evil Dr. M. If you don't go nuts over this 3D platform puzzler you must have one of your weirder, a bit loopy.





OUT DEC



Perfect Dark

WHO IS this sexy Joanna chick (pant!) that's claiming to be even better than Bond? I wouldn't have believed it, had I not seen it with my own eyes, not to mention played it with my own paws.



OUT OCT



TRY OF GAMES!



Monster Truck Madness

SO LET'S get this straight. You drive around treacherous tracks, in huge monstrous trucks with ludicrously oversized wheels and occasionally play football. It's madness I tell you, utter madness.



OUT SEPT



Release Sch

Check out the masses of games that'll burst out in November! Could it have something to do with Perfect Dark being the only game people will buy in December?

Must Buys

Go to the shops right now and grab...

Mario Golf

The best golf game ever! Don't be put off by the cartoon style, it's treat!



Lock, load and get ready to fill 'em up with lead!

Quake 2



Game Title	Makers	Date	Country
August 1999			
★ WWF ATTITUDE	Acclaim	August 10	UK
★ RE-VOLT	Acclaim	August 27	UK
★ SHADOWMAN	Acclaim	August 27	UK
Jet Force Gemini	Rare	August 30	US
★ DUKE NUKEM: ZERO HOUR	GT Interactive	Early August	UK
September 1999			
★ NEW TETRIS	Nintendo	September 10	UK
★ NFL QB CLUB 2000	Acclaim	September 10	UK
★ WORLD DRIVER CHAMPIONSHIP	Midway	September 17	UK
★ MARIO GOLF	Nintendo	September 24	UK
Starcraft	Nintendo	September 27	US
★ CARMAGEDDON	SCI	September TBA	UK
★ DISNEY'S MAGICAL TETRIS CHALLENGE	Activision	September TBA	UK
★ MONSTER TRUCK MADNESS	Take 2	September TBA	UK
★ OGRE BATTLE 3	Nintendo	September TBA	UK
★ ROADSTERS	Titus	September TBA	UK
★ RAYMAN 2: THE GREAT ESCAPE	Ubisoft	September TBA	UK
★ SHADOWGATE 64	Kemco	September TBA	UK
★ SUPERMAN	Titus	September TBA	UK
Vigilante 8: Second Offense	Activision	September TBA	US
October 1999			
Rainbow 6	Nintendo	October 5	US
★ JET FORCE GEMINI	Rare	Early October	UK
★ 40 WINKS	Nintendo	October TBA	UK
★ NBA JAM 2000	Acclaim	October TBA	UK
★ NFL BLITZ 2000	Midway	October TBA	UK
★ ROADSTERS '99	Activision	October TBA	UK
★ TASMANIAN EXPRESS	Infogrames	October TBA	UK
★ ULTIMATE FOOTBALL	Acclaim	October TBA	UK
November 1999			
Army Men	3DO	Early November	US
Resident Evil	Namco	November 11	US
★ Starcraft	Nintendo	November 11	UK
★ RIDGE RACER REVOLVER	Nintendo	November 19	UK
Donkey Kong 64	Rare	November 22	US
★ RAINBOW SIX	Nintendo/ Red Storm	Mid November	UK
★ ARMORINES	Acclaim	November TBA	UK
★ DONKEY KONG 64	Rare	November TBA	UK
★ EPGA GOLF	Infogrames	November TBA	UK
★ GAUNTLET LEGENDS	Telstar	November TBA	UK
★ JEREMY MCGRATH SUPERCROSS 2000	Acclaim	November TBA	UK
★ NIGHTMARE CREATURES	Activision	November TBA	UK
★ READY TO RUMBLE BOXING	Midway	November TBA	UK
★ SHADOWGATE RISING	Kemco	November TBA	UK
★ SOUTH PARK CHEF'S LUV SHACK	Acclaim	November TBA	UK
★ SOUTH PARK RALLY	Acclaim	November TBA	UK
★ SPACE INVADERS	Activision	November TBA	UK
★ TOP GEAR HYPERBIKE	Kemco	November TBA	UK
★ TUROK: RAGE WARS	Acclaim	November TBA	UK
★ VIGILANTE 8: SECOND OFFENSE	Activision	November TBA	UK
★ WORMS ARMAGEDDON	Infogrames	November TBA	UK
★ XENA	Titus	November TBA	UK
December 1999			
Armorines	Acclaim	December TBA	US
Excitebike 64	Nintendo	December TBA	US
Resident Evil 64	Capcom	December TBA	US
★ SMASH BROTHERS	Nintendo	December TBA	UK
★ TOP GEAR RALLY 2	Kemco	December TBA	UK
★ PERFECT DARK	Rare	December TBA	UK
1999 - 2000			
★ ASSAULT	Telstar	Summer '99	UK
★ ANIMANIACS: TEN PIN ALLEY	Asc Games	Summer '99	UK
★ ACCLAIM SPORTS SOCCER	Acclaim	Summer '99	UK
★ HYPE: A TIME QUEST	Ubi Soft	Summer '99	UK

Module

Game Title	Makers	Date	Country
★ JEST	Infogrames	Summer '99	UK
★ MILO'S ASTRO LANES	Crave Entertainment	Summer '99	UK
★ RONALDO SOCCER	Infogrames	Summer '99	UK
★ RUGRATS	THQ	Summer '99	UK
★ RE-VOLT	Acclaim	Mid '99	UK
B.A.S.S Fishing	Take 2	Autumn '99	US
★ BLUES BROTHERS 2000	Titus	Autumn '99	UK
★ EARTHWORM JIM 3D	Interplay	Autumn '99	UK
Harvest Moon 64	Natsume	Autumn '99	US
★ HERCULES: THE LEGENDARY JOURNEYS	Titus	Autumn '99	UK
Nuclear Strike	THQ	Autumn '99	US
Nomenquest	THQ	Autumn '99	US
Road Rash 64	THQ	Autumn '99	US
★ QUEST FOR CAMELOT	Titus	Autumn '99	UK
X-Men 3D	Activision	Autumn '99	US
★ F-18 SUPER HORNET	Titus	Winter '99	UK
★ GRAND THEFT AUTO	Rockstar	Winter '99	UK
DeathKaz	GT Interactive	Late '99	US
★ LOONEY TUNES: SPACE RACE	Infogrames	January 2000	UK
★ X-MEN	Activision	February 2000	UK
★ EXCITE BIKE	Nintendo	Spring 2000	UK
★ BANJO-TOOIE	Rare	2000 TBA	UK
★ CONKER 64	Rare	2000 TBA	UK
★ DUCK DODGERS	Infogrames	2000 TBA	UK
★ EXCITE BIKE	Infogrames	2000 TBA	UK
★ EARTHBOUND	Nintendo	2000 TBA	UK
★ ETERNAL DARKNESS	Nintendo	2000 TBA	UK
★ MARIO RPG	Nintendo	2000 TBA	UK
★ MINI RACERS	Nintendo	2000 TBA	UK
★ RIQA	Nintendo	2000 TBA	UK
★ ZELDA 2 (ZELDA URA)	Nintendo	2000 TBA	UK
★ DRAGON SWORD	Interactive	TBA	UK
★ EARTHBOUND 64 (MOTHER 3)	Nintendo	TBA	UK
★ LAST LEGION UX	Hudson Soft	TBA	UK
Mario Artist	Nintendo	TBA	US
★ POKEMON SNAP	Nintendo	TBA	UK
★ POKEMON STADIUM	Nintendo	TBA	UK
★ PUMA STREET SOCCER	Sunsoft	TBA	UK
★ TOY STORY 2	Activision	TBA	UK
★ TARZAN	Activision	TBA	UK
★ WACKY RACERS	Infogrames	TBA	UK
★ WIN BACK	Koei	TBA	UK
★ WILD METAL COUNTRY	Gremlin	TBA	UK
WCW Nitro 64	THQ	TBA	US

Forthcoming Attractions

Masters at work...

Perfect Dark



Oooh my God! I can't stand the wait any longer....

Jet Force Gemini



Now sporting a brand new look with stretched characters!

This will be the best platform game ever!



Donkey Kong 64

Conker's Tales



The slacker's still coming out! The squirrel's just taking his time!

Bubbling Under

Armorines



We all know that Perfect Dark is the shooter you're all looking forward to. But don't ignore or underestimate Armorines as it's the main competition! The visuals look nothing short of awesome and the bug-eyed monsters are inspired by Starship Troopers! This looks like a game to die for!

LEAGUES



N64 PRO: READER DREAM TEAM

by Kieran Hughes

Forget your footy leagues, your darts leagues, your 10,000 Leagues Under The Sea and even your League Of Gentleman (local shop for local people). Our Software House League's in a 'league of its own' when it comes to N64 game info

Overall Picture

Our resident Merlin (aka Noely) takes every game we've ever reviewed and tosses them all together in a big magic hat. A quick wave of his wand and some mystical mutterings later and out comes a tadaa! a white rabbit... and err no that's not right. Erm (tap, tap) mumble, mumble and...tadaa! Doh! Does anyone want some flowers? Oh well it always works when that Paul Daniels tries it. Look, it's magic okay, magicians never reveal their secrets. Anyway Noely conjures up 151 Gaming Tricks.

A taste test reveals:

- 45 Miraculous Miracles (29% Excellent games)
- 51 Goodly Spells (34%)
- 29 Middling Magic Tricks (20%)
- 26 Crap Con Tricks (17%)

64% Above Average 36% Below Average

What's it all about?

CAN'T figure it out? It's dead easy, and it works like this. Every game we review is looked at by every member of the N64 Pro panel of experts and is awarded points on a scale ranging from 3 points for a top notch effort, right down to -2 points for an enormous steaming turd of a game. These points are then totalled up for each publisher and the League Tables are born. Just like the football leagues work really, but with games instead of teams...

South Park FC

Kieran Hughes has come up with a Dream Team comprising solely of foul mouthed footy players from South Park. Well it beats dodgeball, and at least allows the 'kids' to sing their favourite soccer chant. 'Who's the b***** in the black?' Congrat's are in order to Kieran. If you think your team would play South Park's off the park send us your team. Now!



1 Cartman

Nothing can get past his fat ass

2 Terrance (Fart Doll)

A sneaky defender that waits until someone comes then pounces

3 Stan

Will play superbly (if only to impress Wendy)

4 Ike

While kicked about and mistaken for a ball, the team can score with the real ball

5 Wendy

'Don't mess with Wendy Testaburger'. Attackers won't go near her

6 Chef

This guy's calm and cool and often cheers up the players with a song

7 Kyle

Good team spirit. Will never leave his friends in danger

8 Pip

This Brit will show the Yanks how to play a real game of football

9 Kenny

Snorkeled striker literally dies for the cause

10 Big Gay Al

Huge penetrating striker, terrorises defenders with his jostling antics in the box

11 Allen

This tall gangly midfielder has skills that are out of this world

12 Mr Garrison

This veteran will take matters into his own hands to rescue his team

13 Mrs Cartman

Not a good footballer, but all the opposition men will be chasing her around like Scoop's on heat

14 Jimbo

An ex army servant will have a gun handy if things go wrong

15 Officer Barbrady

Will take the law into his own hands and arrest anyone who stops him

16 Ned

Can produce a partnership with Jimbo and Kick Ass!





Hall of Fame

Nintendo (as ever) stretch their lead at the top of the table thanks to Mario Golf and WDC, while Titus drop down the table like a man of steel wearing a lead cape



World Driver Championship

Mario Golf

The oh-so playable Mario Golf gets our vote this month. It's so addictive that no sooner do you look at it than it clubs you on the head and demands to be played. Absolutely brilliant

STAR
PLAYER



Key: R = Games Released E = Number of games rated excellent (3 points) G = Number of games rated good (1 point)
A = Number of average games (0 points) S = Number of games rated shite (-2 points) Pts = Total number of points scored

N64PRO PREMIER LEAGUE

Publisher	R	E	G	A	S	Pts
1 ► NINTENDO	32	17	10	2	3	55
2 ► Acclaim	16	6	9	1	0	27
3 ► Electronic Arts	10	5	1	3	1	14
4 ► Konami	13	3	4	5	1	11
5 ► Infogrames	9	2	6	0	1	10
6 ► Rare	5	3	1	0	1	8
7 ► Gremlin	2	2	0	0	0	6
8 ► Ubi Soft	4	0	3	1	0	3
9 ► Codemasters	1	1	0	0	0	3
10 ► Hasbro	1	1	0	0	0	3
11 ► Namco	1	1	0	0	0	3
12 ► Activision	3	1	1	1	1	2
13 ► Take 2	3	1	0	2	1	1



Mario Golf - Nintendo



WDC - Kemco



Quake II - Activision

N64PRO LEAGUE DIVISION 1

Publisher	R	E	G	A	S	Pts
1 ► HUMAN	2	0	1	1	0	1
2 ▲ T&E Soft	1	0	1	0	0	1
3 ▲ Crave	1	0	1	0	0	1
4 ▲ Culture Brain	1	0	1	0	0	1
5 ▲ Hudson	7	1	1	3	2	0
6 ▲ THQ	5	0	2	2	1	0
7 ▲ Seta	1	0	0	1	0	0
8 ▲ GT Interactive	22	2	7	6	7	-1
9 ▼ Titus	2	0	1	1	1	-1
10 ► Midway	2	0	1	0	1	-1
11 ► Bottom Up	2	0	1	0	1	-1
12 ► Ascii	2	0	0	1	1	-2
13 ► Video System	1	0	0	0	1	-2
14 ► Athena	1	0	0	0	1	-2
15 ► Banpresto	1	0	0	0	1	-2
16 ► Interplay	3	0	1	0	2	-3



Superman



Lode Runner



Duke Nukem: Zero Hour



Rampage World Tour

Note: Where two or more publishers' points totals are the same, the number of games released is used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.

P28 F1 World Grand Prix

REVIEWS



The Reviewers...

Steve There's only been one game for me this month. Pokemon Snap took over the office, and rightly so! Totally original and ludicrously good fun, once again Nintendo have put the majority of N64 developers to shame. Can't wait for the UK one now!



Noely I was unfortunate enough to be locked in a dark dungeon with the dreadfully dull Shadowgate and lived to tell the tale. Luckily, Pokemon Snap proved to be the best fun I've had snapping since I smuggled a camera into the girl's changing room at school. Err...yesterday



Mark Everybody else's been fighting over Pokemon Snap this month leaving me to play Command & Conquer and F1 WGP2. Not that I'm complaining 'cos 'Snap' isn't half the game of Pokemon on the Game Boy! Too much 'good clean family fun' for my liking!



Lewis I've gone Pokemon crazy this month, but not over Snap. I got my hands on the GameBoy Color Pokemon import game, whipped the cart off home and have been rearing (phanarr) pocketmonsters all month. It's going to be huge, it's going to take over the world. Pikachu! Pikachu! Pikachu!



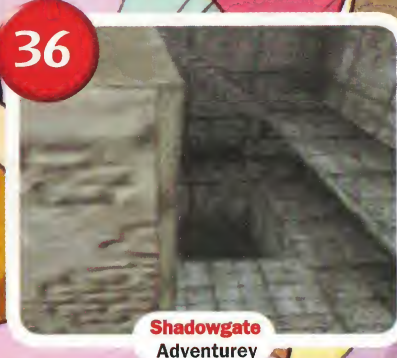
Paul I know Steve has already raved about it, but I did the review and, for once, I'm up to date! So anyone who's ever taken a crappy holiday pic or wondered why Boots always mess up your film, check it - it's photography, it's a game, it's mad and it's class.



James Away sunning himself in Cyprus, James has been working upon browning his ridiculously oversized forehead and giving himself liver failure. Thankfully, he did take a GameBoy Color and has been sending his reviews back by carrier pidgeon - yes they're full of bird...



P32 Pokemon Snap



The Scores...



THE Sore Thumb Award is given only to games that you'd happily kill your granny for. GoldenEye 007, Mario 64, 1080 Snowboarding and of course Zelda are all 'Sore Thumbs'

100
-90

ANY game scoring 90 or over is a must buy – a worthy addition to your N64 collection regardless of what type of games you like. Get one o' these and you'll be buzzin' for months!

89
-80

GAMES getting an 80+ score are well worth considering, but aren't the leaders of the pack. FIFA 98 is a good example of this – a good footballer in its own right, but not world class

79
-50

THE idea's there, but it just hasn't come across when the game's got into its box and onto the shelf, which is basically where it should be left. Only worth a look if it's been reduced in price!

49
-0

WHERE the scabby dogs live. Go near a game scoring under 50 and you're most likely gonna end up with some 'orrible fungal disease spreading all over your body. Like the lurgy

The Low Down...

Why...

Tells you exactly what we think of each game

Breakdown

Graphics How it looks and how the awesome capabilities have been pushed to the max?

Sound Can you stand to listen to it for more than five minutes or is it something your Grandad would tap his arthritic toes to?

Gameplay Is it good fun or what? Will you be playing it when you should be at school or tossing it aside like a pair of Tesco trainers?

Lastability How long will it last? Will it be a GoldenEye, or a Clayfighter where you'll finish it in five minutes?

Why not try?

Is there anything like it? If so, what is it?

Other views

Where the rest of the N64 Pros stick their oars in and one of you readers gets a go at reviewing a game

It's Got...

00%

Why...

Breakdown

Why not try...

Other views

League Points

Check page 18 to see how your favourite software house is doing in our highly acclaimed League Table of N64 publishers!

Turn the page NOW for this month's reviews

Command & Conquer

Move the pointer around with the control stick

Need something building? Press the Z trigger to bring up a menu

Made a mistake? Press the B button to put buildings on hold or cancel construction completely

Oy you lot, form a squad! Press the C buttons for instant access!

Move it, move it, move it! Select units and shout orders with the A button.



By Mark
markthedog.co.uk

Call yourself killers? You scum-sucking maggots make me want to puke! You think you're ready to fight a war! You couldn't wipe out your own arse. Now MOVE OUT!

EVER wanted to be a warmongering maniac sending thousands of troops to their deaths? Well meet Command & Conquer

(C&C), the game that panders to the mad-dictator in all of us. You're in command of hundreds of soldiers that'll blindly follow your every order no matter how stupid and suicidal and the only words you'll hear from the grunts are "Yes, sir!"

But if you want to be the 'commander' and not the 'conquered' you'll have to do more than strut around wearing a Hitler 'tash and screaming 'attaaaaaaack.' You'll need cunning, guile and a cool head if you want to be 'in Berlin eating sausages for

breakfast.' Lack these skills and the only order you'll be making is to request more bodybags!

"You'll have to do more than strut around wearing a Hitler 'tash and screaming 'attaaaaaaack'"

C&C is an RTS (that's real time strategy) game. The first of its kind on the N64 and a breath of fresh air

to anybody who wants to use their brain to do more than make Banjo the Bear hop around Gruntilda's lair. Instead of controlling a single person you give orders to a whole army. Your troops aren't completely stupid either, if they're standing around when an enemy unit homes into view they'll automatically go in for the kill. But if you're not around to organise things they'll probably die faster than a dodo pogolng around a minefield!

Privates on parade

Command & Conquer has a blistering array of death-dealing units to fool around with. You start off with general cannon fodder: machine gunners, grenade throwers, ▶



The head of the GDI is the biggest geek ever. Nod leaders are much more fun!

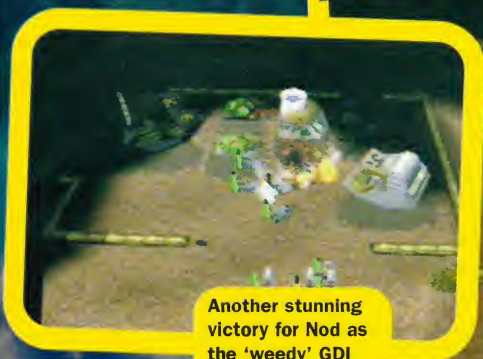
Travel the world and meet people. Then kill 'em

Command & Conquer 64

Tip-Xtra



Here's a sneaky hint! You can only build next to your base, but you can build a sandbag wall all the way from your base to your enemy's base. Now you can build buildings in the middle of their encampment.



Another stunning victory for Nod as the 'weedy' GDI defence crumbles



That school looks like a viable target to me, Sir! All units fire at poor old Will.



1

I'm Seth. We've been having some trouble with the local population...



2

...who fail to see the considerable benefits of living under Nod rule.



3

We want you to establish a base in the area and demonstrate to them...

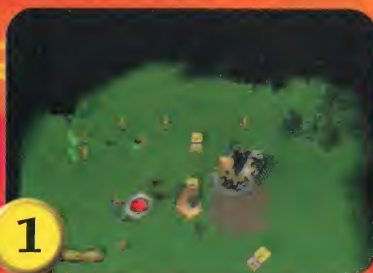


4

that the world can be a dangerous place without our security. So butcher the lot!

Command & Conquer 64

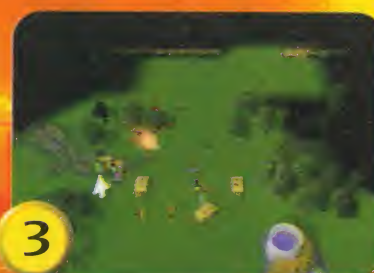
Pack 'em up and send 'em to hell



1 Your base is under attack from Nod assault squads. Defend it at all costs!



2 Fend off the assault and you'll receive reinforcements to rebuild your base.



3 The Nod base is still active so get training troops and engineers.

Tip-Xtra



Might is right! The best way to win battles (especially the early ones) is to build a stonking big army. Try putting together 50 machine gunners or grenade throwers and send them out into the world. 50 grenades flying through the air will destroy just about anything that gets in their way.

► bazooka launchers and flame throwers (making plenty of everything 'cos they're cheap).

Then the heavy boys come out to play in scout bikes, Hum-Vees, heavy artillery, light tanks, flame-throwing tanks, heavy tanks and eventually 'bugger-everything-in-sight' Mammoth tanks that stroll across the landscape looking slightly harder than a brick wall in a head-butting contest!

Friendly firestorm

If land war becomes a chore take a tip from the Americans and go 'air-mobile' with troop smashing helicopters, tank trashing Orca jets and commando carrying troop 'copters. Eventually you'll work up to a modern battlefield (where your basic machine-gunner pisses his pants and goes AWOL) with Napalm dropping A10 Warthogs buzzing overhead and a structure-flattening orbital lazer frying buildings left, right and centre. Ultimately, if the enemy is giving you too much gyp, you can push the red button and nuke the bastard!

The real genius of C&C is that every unit has an Achilles heel (it's weak point) in the form of another unit. Artillery may be deadly against troops, but a heavy tank can turn artillery into scrap metal in no time!

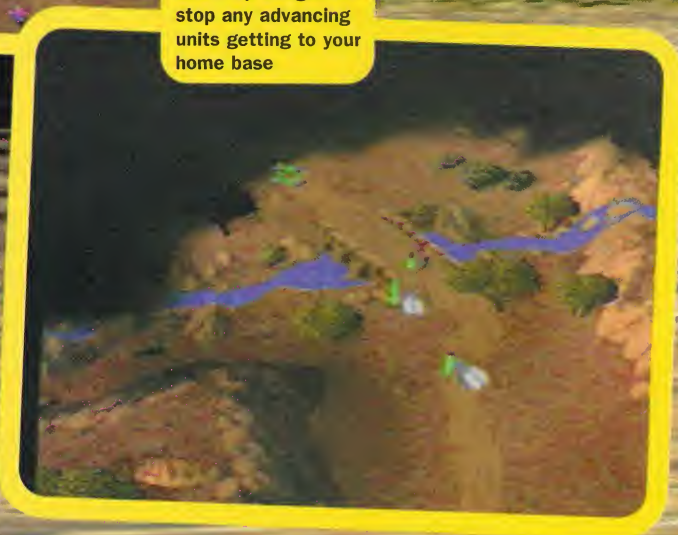
Soldier flambe

The heavy tank in turn gets trashed by some well aimed bazooka volleys, but a flame tank can turn bazooka troops into toast and as for that flame tank, God help it if it encounters a heavy tank because all that Kerosene will go up a treat. You'll need to pick and mix your units with care and keep a close eye on who's fighting who or you'll

Which way sir? The landscape is blacked out until you've searched it!



Block up bridges to stop any advancing units getting to your home base





4

When your base is secure send up the troops to destroy the Nod defences!

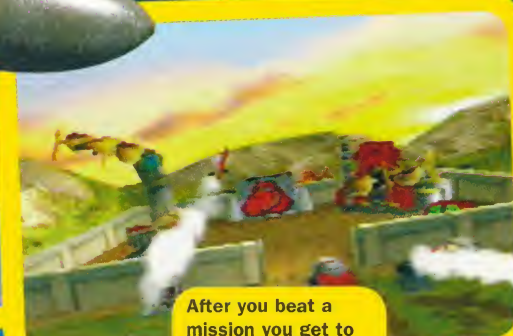


5

Then your engineers can get in unharmed and take over their buildings!



Heh, heh, heh! It takes ages to build, but you can always count on a nuke!



After you beat a mission you get to watch one of these great animations



end up waving a white flag whilst wearing yellow-stained trousers.

Mates fall-out

"But what about the nukes" I hear you cry! Well don't think you can get everything at once. Playing this game is like being skint in a toy shop. You've seen the big shiny (death-dealing) toy of your dreams but you need the dosh before you can show it to your mates (in this case a non-too-happy enemy). You have to earn money by building harvesters to collect a substance

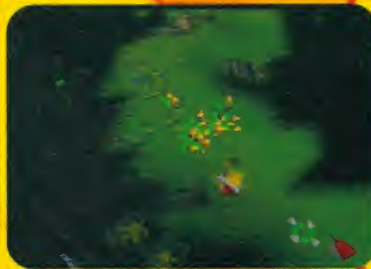
Got money? Get buying...



Three Mammoth tanks will put a short stop to any advancing units!



Having problems with infantry? Try out the latest range in flame tanks!



Not one, not two, but 25 grenadiers! That'll sort 'em out!



Attack from afar with the lightning-quick Orca armed with rockets!



You'll need plenty of power, but the 'destroy anything' Obelisk is worth it!



Your best bet for victory is to build a bit of everything. Infantry and tanks!

Command & Conquer 64

A Commando can plant bombs on buildings and cause serious damage

“The artificial intelligence still acts like it was based on Pee Wee Herman's latest brainscan”

► called Tiberium that is littered around the battlefield. You use the money to build a base that can be used to create your army, gathering more money and better equipment until you can afford that all important nuclear capability.

If looks could kill

C&C has been around for a while on different systems and it's no surprise to learn that the N64 version is the best of the lot. For starters the graphics are now in full 3D, which makes it look far more realistic than ever before. It also uses the N64 pad to perfection with

the analogue stick providing quick and precise movements, the Z trigger bringing up a menu and you can group units together using the C buttons to instantly control large sections of your army. Never before has this game looked better or played better.

Combat pants

However, it's not all a triumphant victory, since some of the worst aspects of the original PC version have been mercilessly adapted to the N64. The artificial intelligence still acts like it was based on Pee-Wee Herman's latest brainscan with the N64 failing to spot your troops

hanging outside its base and sending down tanks one at a time to attack your massive army.

I'm also smarting about the lack of a multiplayer option. There is an argument doing the rounds that goes “but you'd be able to see what the other player's doing, so it wouldn't be any good.” The problem with that theory is – well... it's bollocks! I can see exactly what my mates are doing on GoldenEye and it's still the best multiplayer game ever made! If they couldn't sort out the artificial intelligence, they could at least

ENEMY STRUCTURE

One man and his Nod (troops)



1

We're annoyed that an enemy structure keeps their troops in fighting condition



2

It isn't very heavily guarded so getting their shouldn't be too much trouble.



3

If you spot any interesting sights on the way, please remove them for us.

It's Got...

81%

1
pts
BEST
SOFTWARE
HOUSE
LEADER

Why...

You'll love building an army and sending it into battle. You can build everything from grunts to nukes and it makes a refreshing change to be in command hundreds of men instead of being the 'lone soldier up against ridiculous odds'. There're loads of missions to work through and it offers a real challenge. If it had a multi player option then it'd have won a sore thumb award. As it stands, it's a great game for the lone armchair-general! **Mark**

Breakdown...

GRAPHICS Lovely 3D but a bit small and fuzzy. It's all about the gameplay though **7/10**

SOUND Good music and a fantastic amount of speech really give the game atmosphere **8/10**

GAMEPLAY Fantastic fun as you build up a base and send soldiers to their deaths **9/10**

LASTABILITY With all the original missions, and the special forces missions it'll last ages **8/10**

Why not try...

There's nothing like it at the moment, but if you hang on for a while a game called Starcraft is coming out that looks just as good



Other Views...

LEWIS Budding generals and C&C virgins will love this pit-your-wits strategy, but it's getting a bit old and crusty, like Jim

STEVE Isn't this about a decade old? What's it doing on cutting edge hardware? Still not a bad game though

NOELY A fine game, in it's day, which unfortunately has passed. Wait for Starcraft it's gonna be miles better

READER REVIEW This is rubbish boys stuff. I don't like Barbies, but who would want to do all this?
- Natalie Dace, Warrington



Nod tanks are bought on the black market and delivered by plane!



Tip-Xtra



Build a Tiberium base and it comes with a free harvester. Sell the base and build another one. You'll get money for your base and the Harvester will be left behind. You've now got two harvesters at a discount price. They'll get you loads of money to buy troops.

have split the screen and let me play against my mates.

Nodding off yet?

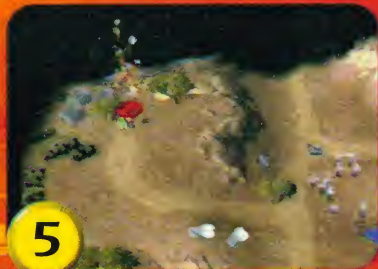
Despite these problems C&C is still the best real-time strategy game on the N64. Okay, okay so it's the only real-time strategy game on the N64, but that doesn't stop it being an excellent game. It forces you to think as you try to build the right balance between a well-defended base and a rock-hard army.

When it all finally comes together to form a lean-mean fighting machine you'll be gripped by the intense battles and overjoyed when your enemy's base is turned into a smoldering pile of rubble



4

And don't worry about the red cross on the top of the building.



5

Your Commando should be able to take out the building with little fuss

Publisher Nintendo • Contact 01703 653 377 • Release Date Out Now • Max. Players 1 • Price £39.99 • Memory Pak Space Saves to Cart

Rewind: Last year's F1 = brilliant. Fast Forward: F1 2 = whoa, gone too far!

F1 World Grand Prix



By Mark
markh@hgd.co.uk

Too fast! Slung off the track! Leg splitting in half! Now sulking in the pits on crutches. Yes, the champ is back!



Mounting the kerb can save valuable seconds. But it can also send you flying



In car view looks better but you'll see more when you're running behind



Rewind



1 With the four meg expansion pak in the replays look better than ever



2 I'm in the yellow Jordan car and moving up the pack (unlike real life)



Kerb crawling takes on a whole new meaning when you hit 111 mph



Grand Prix 2

WHEN F1 WGP arrived last year our two years crawling across the Sahara finally ended and it was like inheriting a Wet-N-Wild theme-park (complete with 18 pools, a thousand water-slides and free Coke kiosks every 10 feet). Suddenly, the N64 was no longer a bleak desert populated only by shameful driving games like Cruis'n USA and GT 64, it was an eye-watering, tarmac-topped, racing runaway that would never be the same again!

F1 World Grand Prix single-handedly proved that the N64 could

handle realistic racing games. For once you didn't control a monkey on a go-kart tossing bananas at opponents.

Flash, bang, wallop

It looked real, it felt real and it had so much train-spotter-like attention to detail it sat in Euston station, jotting down numbers and flashing old ladies. It was made by F1 fanatics, for racing maniacs and it suited me down to the ground.

“For once you didn't control a monkey on a go-kart tossing bananas”

So you see, I have fond memories of this game. But since last year a lot has changed. The N64 is no longer a console shunned by race-track addicts after the arrival of titles like Beetle Adventure Racing, Top Gear Overdrive and last month's utterly amazing World Driver Championship. They've picked up the baton and pelted away with it

Tip-Xtra



Keep as little fuel in your car as possible. The lighter your car the faster you'll go and in Formula One every ounce of weight counts. And make sure you try different setups to get the best car for the track

and as much as I loved the original game, the sequel had better have something pretty nifty up its sleeve if it wants to keep its crown.

A racing stat

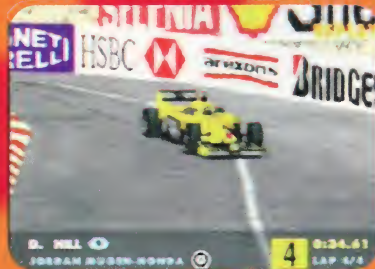
F1 WGP 2 is an update of last year's monster hit complete with up-to-date statistics, the full '98 season recorded down to the last wing-nut and it sports a finely tuned (graphics) engine. The only real criticism that was ever levelled at F1 WGP was that it could be a bit on the sluggish side. Well, nobody ever dared to call it slow, but it felt a bit ponderish after the maniacal speed-fest of most N64 arcade racers.



3 I cut up on the inside to take sixth place. If I hold on I'll get points



4 Unlike most F1 racers the track is beautifully rendered with bumps and all



5 Two cars have dropped out of the race and I finish in fourth. Not bad for Jordan

F1 World Grand Prix 2

Concrete

A big circular strip of tarmac and all you've got to do is fly round it at 180 mph without hitting the other nutters



Buenos Aires - Argentina. Speedy!



Albert Park - Australia. Hot and Sunny



A1 Ring - Austria. Rubbish name!



Spa Francorchamps - Belgium. Long by name

little else has changed. It still re-creates the entire season (1998 this time though) with the same weather conditions and drivers finishing in the same positions. The challenge mode is still in the game (with a whole new set of challenges) where you are dropped into the middle of a race in a re-creation of a real-life situation and have to pull off a miracle to win.

Up 'Hill' battle

If you thought they were tough last time around then you're in for a shock as this set of challenges are the kind to make Everest climbers weep into their Berghaus sweaters.

The best thing about the game is

“You can feel your heart pounding and your hair parting”

“About five times as fast as the original... the effect will have your eyelids flapping”

Be it rain or be it shine, Damon's unlikely to cross the finishing line!

Not any more! This baby shifts faster than a rocket-fuelled raver on a Friday night! It runs about five times as fast as the original and the effect will have your eyelids flapping!

Break a leg

At first I felt as if they'd gone too far and should have slowed things down a bit, but after getting over the initial shock of hitting corners before I saw them, I settled into the speed of the game and dismissed these thoughts as 'Grannyspeak' - "things move too fast nowadays." It's like being in a real race and you can feel your heart pounding and your hair parting as you try to keep the car from hurtling off the side of the track Schumacher style.

The two player game is also 10 times better than before with full screen action and very little slowdown. The downside is that corners have been cut to get the game moving faster and the graphics, while still spectacular, do have a lot of blurring and it

certainly doesn't look anywhere near as good as the visual feast of World Driver Championship. But it's when things start to move that you realise the real concession to speed has been the overall smoothness of the game. The game feels much jerkier than the original and the computer controlled cars stutter more than Toby Anstis at a tongue-twister convention.

Apart from the swift kick up the backside and a little more animation, very

Most PlayStation racers brag about having six cars on the screen at once

Motors

Thanks to a full FIA license, F1 WGPII has all the teams racing with correct livery and the real drivers



Arrows - men in black sitting at the back of the pack



Benetton - too fashion conscious to come first



Ride the Minardi! It'd be better with All G as the commentator



Prost - Oh dear. This French team don't seem to win much



The light 'Sauber' is the car for a true Jedi racer

Use the control to move the wheels. Pull back for sharper turns

Press R to hammer up a gear

Press Z to shift down a gear

Stop, stop, stop! You'll need to use the brake



Go, go, go! Press A to floor it from the start



Interlagos - Brazil
Watch that first bend



Silverstone - Britain
That straight's a killer



Montreal - Canada
Indy USA next year?



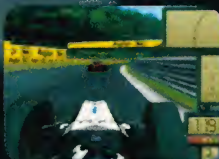
Magny Cours - France
Snails get eaten



Hockenheim - Germany
Go faster!



Hungaroring - Hungary
Are you a ring master?



Monza - Italy
Fastest pizza delivery



Suzuka - Japan
Look out for the fair



Nurburgring - Luxembourg
Twisty



Monte Carlo - Monaco
A bloodbath last year!



Imola - San Marino
Deceptively tricky



Barcelona - Spain
Don't drive like a bull

that it still re-creates the perfectionist aspect of F1 racing. Try switching from the default four lap runabout to a full race (usually around 70 laps).

Go through the two day practice, followed by qualifying and then a full race. Okay, I know it sounds dull, but you get obsessed with taking the corners perfectly and shaving milliseconds off your lap times.

I hate injections

It's still an F1 fan's wet dream, but so was last year's version and to be honest, I was looking for a bit more than a speed boost. Better graphics, more detail, a few new game modes and even a career mode (don't pick Damon!), would have breathed new life into the game.

These are just niggles though, slight moans that pale to nothing the minute you sit down behind the wheel of a Jordan car on a perfectly reproduced track. This is still the F1

game without equal, it towers above all other F1 racers and its new speed injection makes the experience even more exhilarating. If you didn't get F1 WGP last year then go out and get a copy of the sequel, it'll knock your eyes out of the back of your head! ●

Tip-Xtra



Turn off the 'auto-braking'. It may make the game easier to begin with, but you'll never learn how to take corners properly. Once it's switched off you'll learn when and where to break and you'll steam past the other drivers



Ferrari - driver required! Car provided. Contact Enzo on...



I looked over Jordan, what do I see? Damon hitting a wall



McLaren - They just can't stop winning - or can they?



Stewart - Scottish team that's going to win one day



Tyrrell - Where are they now? Keep looking! Hmmm....



Once upon a time a team called Williams were good!

It's Got...

93%

SOFTWARE HOUSE LEAGUE
1 pts
SOFTWARE HOUSE LEAGUE



IT'S THE sequel to the best F1 racing game ever. Everything that made the original so good is back and it now runs so fast you can feel the G-force pulling at your face and butt cheeks. Or maybe, it's just an uncontrollable smile as you settle down to play the most challenging F1 racer ever made! Whatever it is that makes this so cool, I suggest you find out! **Mark**



Breakdown...

GRAPHICS Slightly blurry but the replay looks and it moves so fast you'll faint **8/10**

SOUND Vroom, Screech and Smash! No speech but the engine noises are treat **7/10**

GAMEPLAY At first it seems just too fast. But get used to the speed and it shines **9/10**

LASTABILITY With all the teams, tracks and the fantastic challenge mode it'll last ages **9/10**

Why not try...

Racing Simulation: Monaco GP isn't quite as realistic, but it offers a more arcade challenge. One for the F1 novices



Other Views...

LEWIS The original's still the better game and you should be able to pick it up second-hand dirt cheap. Don't bother

STEVE It doesn't half shift, but if you ask me it's a bit too nippy for its own good! Stick with the first one folks!

NOELY I'm a big fan of the first game, but not sure this is enough of a departure to warrant a second purchase

READER REVIEW The original was a bit too slow for my liking, but this is super fast and super cool - Gilles Marlow, Beds.

Publisher Nintendo ● Contact The Games 01703 653377 ● Release Date Out Now ● Max. Players 2 ● Price £39.99 ● Memory Pak Space Internal Backup

Shutter your mouth and be snappy about it - Pokemon's here



By **Paul**
Paul@n64.co.uk

No shooting
jumping, flying,
punching, puzzling,
scoring, racing.
What the hell is it?
Good question...

HEY BABY - that's right. Now turn this way and - that's it! - smile at me just like that. Yeah, and again. And now the other way. Flash me those teeth. Ooh, that's right - that's lovely. Perfect. Beautiful. Now if you'll just pop your clothes on the chair...

The life of a photographer ain't too shabby. Half-naked lovelies draped over a Ferrari one day and free

admission to an international footy match the next. Point your camera, take a few shots and then go home for a well deserved tea.

Britney's bum

Only it's not that easy is it? You know yourself from holiday photos. Half a head missing here and there, some poor bugger cut off from the waist up and at least ten photos of a fat bearded noncepot who you've

never even met. Then there's the crowning glory of you and Britney Spears on Skegness promenade with her arms around you and your hand on her bum... only the flash hasn't worked properly and it looks like a picture of a couple of ninjas down a coal mine. Damn.

Tricky business

So in terms of getting decent photographs, Pokemon Snap is like

The camera-shy creatures of Pokemon. Say cheese!



Actually that's not strictly true. They certainly don't go out of their way to pose for the camera, but most of the Pokemon will get quite close

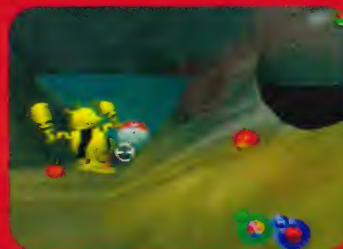
Island hopping on the road to nowhere



1 Here's where it all goes down. Pokemon Island, home of the strange



2 The beach. The easiest course but there's not much hidden stuff here



3 The tunnel! The creatures get weirder from here on out



4 The volcano. Watch out for those nasty fire-breathing... erm, things



5 The river. Loads of stuff here in the water and on dry land



6 The cave. A spirally pathway makes it hard to get good photos



n Snap

“One of the strangest, most quirky and brilliant ideas ever to come from the garbled minds of game creators anywhere”

SORE THUMB



AWARD-WINNER

Oi – Pikachu! Turn around you miserable twerp!

real life because it's tricky, but the similarities end right there. This is one of the strangest, most quirky and brilliant ideas ever to come from the garbled minds of game creators anywhere. The Pokemon craze, which has swept the GameBoy like a robotic janitor in overdrive, is about to do the same on the N64, starting right here.

You've gotta take pictures. You've gotta take good ones and you've gotta impress “the professor.” Why? Who knows? Who cares! It's all about getting a quality album and the

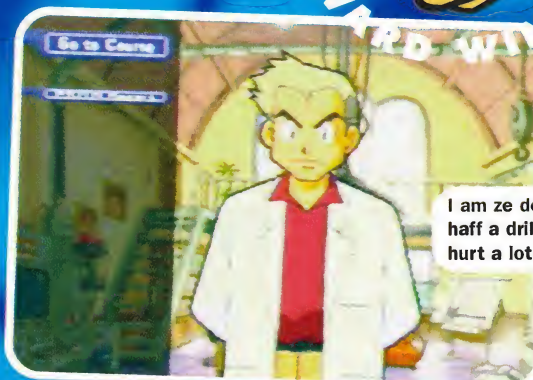
way it works is in a kind of mission-based way.

Off the rails

At the outset you're sent with your camera to the Pokemon beach. Jumping in a slow-moving train, you can swivel a full 360° degrees – so if anything's missed it's all your fault. Pokemon pop up from behind sand dunes and lounge around in the sun. They run across your line of sight, fly overhead, chase each other and sleep. All you need do is get a quality snap of every one you see.

Camera control is a joy. Spot a creature and hit the Z trigger for the viewfinder screen to appear. All it does is make everything look slightly

closer – you can still see everything happening around you. Now use the stick to aim your focus and snap away like mad. The main man Pikachu is always out and about, but there are well over a hundred beasts in all spread over the levels, or courses. Each course runs for a set duration then it's off to the professor's lab



without too much bother. The ones who don't can be tempted with an apple or flute or whatever else you pick up along the way. Better than your grandad's slides, innit?

Pokemon Snap



▶ to inspect your handiwork. All the pictures are displayed on screen and one of each creature must be chosen to present to the prof. It's here where you learn just how finicky he is: "It's not in the centre... it's too small... you didn't get all of it in...". Points are awarded and new courses open up based on that or the number of Pokemons you snapped.

You callin' me...

It soon becomes apparent that in order to get very far, you need to catch the Pokemons in all sorts of compromising positions. A dancing Jigglypuff (that's what it's called!) earns more points than a Jigglypuff sitting on its big fat ass and a couple of scrapping Charmanders make more than a couple of softy ones.

... a jigglypuff?

With every new course that opens up there are brilliant new creatures to snap, plus old ones in new situations. Despite being hard to please, the professor drops helpful hints along the way, and as the game progresses gives you gadgets to taunt the beasts and even chuck at their heads! You move forward slowly, but there's never enough time to get the perfect snap - and you'll bunch your fist in frustration, absolutely certain that you can

Down moves the camera up, Up moves the camera down. Left and Right make even more sense

Change the camera angle by 45 degree

Brings your viewfinder into play

Messing about with menus

Snap! you're in the album baby



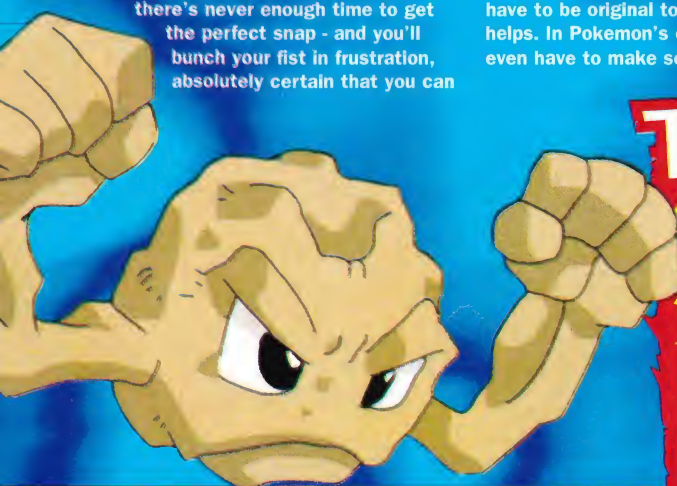
“A game doesn't have to be original to be good, but it helps. In Pokemon's case, it doesn't even have to make sense”

always do just that little bit better.

It does get harder as the levels progress, but half of the fun is in using your gadgets to find new Pokemons in old locations. Every level can be visited an infinite number of times, and it'll always be different in some small way. A game doesn't have to be original to be good, but it helps. In Pokemon's case, it doesn't even have to make sense. Quality. ●

Tip-Xtra

When the professor finally gives you apples and pesterballs (don't ask), chuck them at everything you pass. Some creatures change into other sorts of beasts and you'll get loads of extra points if you get 'em when they're in a good pose.



It's Got...

91%

3 pts

Why...

IT'S MAD, doesn't make sense and shouldn't work as a game, but Pokemon Snap draws you in more easily than a supermodel dressed only in chocolate peanuts and keeps you hooked until your last roll of film is spent and you're left with a squint from camera clamp. For those who've been asking what all the Pokemon fuss is about, the answer is: this. Paul



Breakdown...

GRAPHICS Fantastic, fat, round beasties, but the backgrounds are bland 8/10

SOUND Well, it sounds like a camera. Shame about the tunes, oh dear 7/10

GAMEPLAY Spot on. Top stuff. The dog's b*ll*cks. Madness at its best 10/10

LASTABILITY Not hard to finish, but there's so much life left in it even afterwards 9/10

Why not try...

Pokemon Stadium. Not easy to get hold of but you'll want all the Pokky action you can get after a few hours with this treat



Other Views...

LEWIS Another whacked-out idea from those Nintendo geniuses that's massively addictive and mad as tits

MARK Pokemon is fantastic, but I'm not too sure about this picture-taking game. Too girly for my liking, needs more guns!

STEVE This is top stuff. Original, engrossing, lovely to look at. Everything a game should be in fact. Essential

READER REVIEW Where's the blood? Where's the violence? Swap the camera for an Uzil
- Sebastian Drew, Sale

Publisher Nintendo ● Contact 0171 653377 ● Release Date January 2000 ● Max. Players 1 ● Price £40 ● Memory Pak Space Saves to cart

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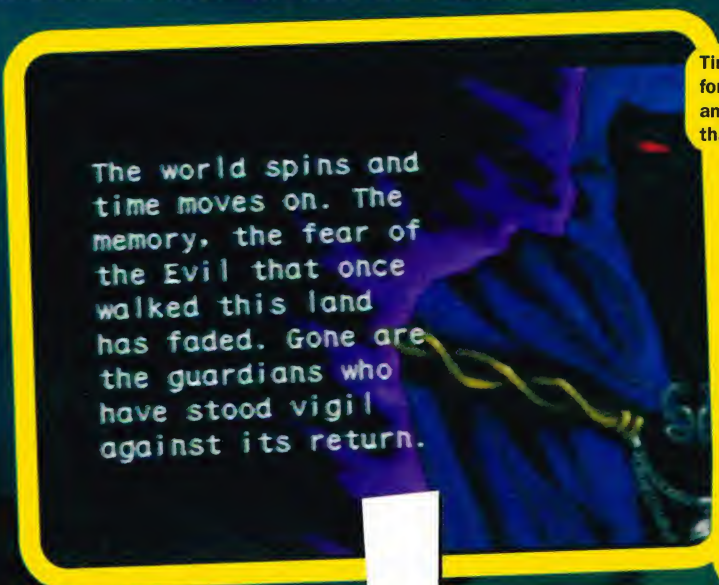
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Time and tide wait for no man, or for any videogame for that matter

Shadow

The Trial of the Four

"Who fancies reviewing Shadow...?" began Steve and expecting the word 'man' to follow I quickly volunteered my services. Imagine my panic when the review wasn't Shadowman but Shadowgate! Me and my cavernous mouth



THE WORLD spins and time moves on..." reads the introductory spiel to Shadowgate 64. Oh the irony. Way back in the days when Mario was still a trainee plumber busy filling his dungarees in Super Mario Bros on the NES, the original award winning Shadowgate was hailed a classic. Its appeal was its own unique brand of thought provoking puzzles and adventuring antics that were once all the rage, along with tanktops, bell-bottomed trousers and the Bay City Rollers (ask your mum).

Our Del-boy

Things have moved on since then though. It's just a pity that Shadowgate hasn't.

You play a halfling called Del (no not Frodo or Bilbo), who's been captured

and thrown in castle Shadowgate's dungeons. Once you've secured your escape from your prison cell via a conveniently placed trapdoor in the floor (duh?) you find yourself in the maze-like labyrinth of Shadowgate's creepy castle. Not unreasonably, N64 owners who have sampled the delights of Zelda might expect ominous adversaries, dangerous dungeons and brain taxing puzzles.

Deaf and dumb

What you get instead are deserted dungeons, monotonous scenery and bafflingly puzzles that are so 'illogical' they'd have Dr Spock ripping his ears off in frustration.

The main problem with Shadowgate is that nothing much happens. It's all so sloooooow and well...unexciting. After several hours of wandering

Jailhouse schlock!

At the beginning of the game you're imprisoned in castle Shadowgate to face a fate worse than death...



1 There was I, the happiest man alive with hardly a care in the world.



2 When all of a sudden I'm clubbed over the head, and kidnapped



3 'I'm sorry Noely' explained Steve 'I'm the Ed and since I don't want to do it...'

It's Got...
60%
 SOFTWARE HOUSE LEAGUE
 -2 pts
 SOFTWARE HOUSE LEAGUE

Why...

A PLODDING geriatric pace and a senile dementia riddled logic show Shadowgate up for the added OAP that it is. There's a great deal of substance to shadowgate and once you get your teeth into it it's not as bad as first reactions. Even so, this is a dull dish and those used to gorging on the feast that is Zelda can hardly be expected to be satisfied by such a meagre, stale, and bland tasting meal as Shadowgate. **Noely**

Breakdown...

GRAPHICS Duller than one of Mark's shirt collars and about as appealing as the contents **4/10**

SOUND Sparse sound effects, and dull tunes that'll drive you to despair **4/10**

GAMEPLAY Ever so slow, repetitive and dull with a sprinkling of illogical puzzles. No!!!! **6/10**

LASTABILITY If you've the patience to play it there's loads to do, if you can stay awake **7/10**

Why not try...

Zelda: Ocarina of Time
 Bigger, better, more fun,
 more original, more
 depth, more
 entertaining...oh look,
 it's just more okay?



Other Views...

LEWIS Woah this is boring! A collection of holiday snaps from Morecombe linked together with bland puzzles and text

MARK I didn't think a game could be this dull! I'd rather go gardening than wander round Shadowgate again. Awful

STEVE I liked the idea, but unfortunately it's all a little too plodding. Gets better, but you'll be bored long before it does!

READER REVIEW

Slide...show...can't...stay...awake...falling...into...coma...(heart monitor) VVVVVVVVVVVVVV
 - Allison Wardley, Co Durham

Publisher Nintendo • Contact 0171 653 377 • Release Date 0171 653 377 • Max. Players 1 • Price £50 • Memory Pak Space Saves to memory pak

gate: Towers

through identical rooms, reading countless boring books (containing hidden clues) and numerous mind numbingly pathetic puzzles, I found myself longing to return to my original prison cell. Or better still, praying for some hideous great hulking monster to come careering around the next corner attempting to tear me to shreds. At least that would have put me out of my misery (and us out of ours - Lewis).

Nice Link

"The heroes of past ages are no more..." continues the blurb. Well, some of them are. You only have to look at how Link has progressed from his humble NES days to his legendary exploits in Ocarina of Time, to see that Shadowgate has been unforgivably guilty of standing still in Links' erm...shadow.

"Long ago this was a well travelled and safe road..." continues the storyboard. Time can be a cruel thing and in this case Old Father Time has been a particularly harsh parent. In its day such plodding RPG-like adventures were all the rage, but now Shadowgate 64 resembles your dad at a disco, embarrassing and out of touch. And especially now that Link has strut his funky stuff on the N64 dancefloor, Shadowgate's pensioner-like pace and pathetic puzzles seem even more snoozeworthy. It's true every dog has its day. Unfortunately for Shadowgate, that day "...was long ago" ●

“Shadowgate 64 resembles your dad at a disco, embarrassing and out of touch

Look! It's a bland uninspiring room, very similar to the last bland uninspiring room

4 "...I'm locking you in that cell until you agree to review Shadowgate"

Are your N64 games Jedi Masters or Lords Of Sith?

READER'S REVIEWS



Attention,
young Jedi's

Your reviews,
Yoda wants. Oh
Yes! Tell us in 30
words (no more)
if the force is
strong in your
games. Photo as
well, please send.
Appear in the
mag you might.
Oh yes!

Rogue Squadron

What WE said "Rogue Squadron is the stuff of most lads' dreams (and I don't mean that mucky one where you get to cover Caprice in chocolate and lick it off). It's a stunning (both graphically and sonically), action-packed, challenging (though not too brain taxing) shoot'em-up. And if all that isn't enough to convince you - it's Star Wars for Christ's sake!" **NOELY**



92%

What YOU said

"Rogue Squadron is a great game lacking in variety in each level and marred by too much fog. I love it but it doesn't knock Lylat Wars out of its perch." **Paul Gallen, Belfast (Age 13)**

88%



Episode 1 Racer

What WE said "I've seen the future and despite what that baldy bloke on the adverts may claim, it's not egg-shaped. It's blisteringly fast, dangerously exciting and definitely pod-shaped. A super-sonic, Jedi Master of a racer that hurtles past N64 high fliers and leaves 'Dark Side' PlayStation racers trailing in its wake. The force is truly strong in this one." **NOELY**



93%

What YOU said

"Speed!" **Scott Hudson, Lancashire (Age 13)**

95%

"It's way better than F1 World GP. When I hired it out I thought it sucked, but once I got used to the controls I thought...best game ever."

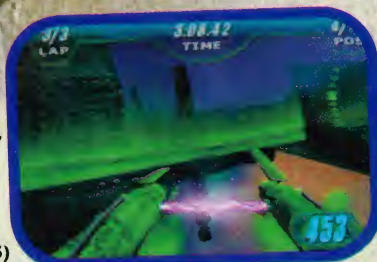
Daniel Bubbs, Cornwall (Age 11)

100%



"It's fast, smooth, the graphics are 1st class. With more tracks than you can shake a light sabre at, this has to be, by far the best racer on N64."

Matt Down, Twickenham (Age 15)



Hang on
a mo,' I'm in
the wrong
episode



South Park 64

**Michael Mitchell,
Cornwall (Age 14)**

100%

“It’s got more tracks than you can shake a light sabre at”



What YOU said

Dario Bastini, Hearts (Age 11) 98%

Steven Daniel Quigley, Suffolk (Age 13)

Oliver Patterson, Kent (Age 12) 97%

“On N64 South Park really kicks ass, so run down to the shops and buy it fast.”
Jeremy Sawyer, Bath Banes (Age 14)

Scott Maxwell, Glasgow (Age 15) 50%

“Being a South Park fan I thought it'd be hard to dislike this, but I have only one word for this sort of game. **Crap!**”

Lewis Ransom, Southampton (Age 13) 82%



N64 Pro needs you!

This month's Star, in the War to be Reader Reviewer numero uno is Scott Maxwell with his punchy, if a little gratuitous, South Park review. If you think the force is stronger in you then send us a 30 word review plus a photo to 'Reader Reviews', N64 Pro, Freepost 3038, Macclesfield, SK10 4YE. "Use the form Luke!"

Name Address Postcode Age

The game I'm gonna review is...

And here goes...

Score %

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F1 World Grand Prix 2



And the best thing about this outfit is, if I get hungry I can just tuck into this string of pea pods I've strapped to my neck!

N64 PRO



CHEATZONE F1 World Grand Prix 2

Ever dreamed of travelling the world? Being surrounded by hordes of beautiful women? Or being watched on T.V. by millions of F-1 fanatics? We can't offer you any of these things but we can give you the opportunity of winning the World Grand Prix title, and if that doesn't get women throwing themselves at your feet then maybe your skillful display of finger tapping will leave a lasting impression on your little sister's best friend.

If you want to tangle tyres with the likes of Hill, Frentzen or Alesi, or become Michael Schumacher (and smash your leg into a bloody pulp) then read on, and from the comfort of your armchair N64Pro will take you on a rollercoaster step-by-step guide around the world's greatest Grand Prix circuits and tell you the best places for overtaking that will leave you crowned world champion.



Fancy the idea of being crowned Grand Prix World Champion? Well you'd better put that bottle of bubbly in the fridge because this guide is going to show you how!

The Teams

Unless you've been abducted by one of my alien mates for the last few years, you'll know that the top F-1 team is McLaren Mercedes followed closely by the Ferrari, Williams and Benetton teams, so if you want a relatively good chance of winning the championship, then your best bet is choose one of these teams, but if for some strange reason you'd rather drive a Peugeot instead of a Ferrari then pick one of the other teams, maybe you prefer the colour scheme, but be warned there is a noticeable difference between the top teams and the also rans.

This being an F-1 racing simulator there are many adjustments you can make to your car to improve it's performance. Its important you get the setup right on your car, this will have to suit your own individual driving style so make sure you get it right. The settings will vary from track to track but once you're happy with your initial setup the minor changes for the course will make the race more fun. The most important tip is try and familiarise yourself with the course layout, so make good use of the practice sessions, they are also good for fine tuning the cars' setup.

Tyres

I'll state the obvious, tyre choice is crucial. Well for a start without tyres you wouldn't get very far, before a race you are given the choice of either hard or soft tyres. Hard tyres last longer during a long race so unless you enjoy leaving your tyre marks all over the place these are your best choice, whereas soft tyres give better traction, but unfortunately they don't last as long. In the main menu setup of the car you also have the choice of using intermediates, rain and heavy rain tyres, and I'm sure there's no need for me to explain what they are for.

Front & Rear Wings

Not types of sanitary towels but the pieces of carbon fibre on the front and rear of the car. These are probably the most important adjustments you can make to your car. Basically, the lesser the wing angle the more speed and acceleration you'll get, but that means you are more likely to slide off the track or wheel spin it as you've no downforce. As a rule, have more downforce on slow bendy tracks like Monte Carlo, and less downforce for long straight tracks like Hockenheim.

Suspension

The suspension can be softened to cushion the ride over a bumpy, hilly surface, with the aim of keeping the tyres in contact with the ground as much as possible, or it can be stiffened. Stiffening will bounce the car all over the track if the surface is uneven, but on a smooth quick circuit like Hockenheim it reduces body-roll (where the car leans heavily in a bend), meaning you can corner much faster.

Gears

The lower the ratio the faster the car will accelerate in that gear, but beware, since you'll be sacrificing top speed for acceleration. So choose your settings wisely since you can't have it both ways (high speed and lightening acceleration) and pick lower ratios on circuits with plenty of bends and high ratios on tracks with long fast straights.

Steering

On fast courses where the default setup will have reduced the car's ability to turn, steering adjustments can be made to help the cars turn on tight corners.

That's basically it when it comes to setting up the cars. Again, make sure you make the most of the practice sessions you are given, these will prove vital for memorising the course. The most important tip I can offer for this game is make sure you stay on the track, it sounds obvious but you can lose a lot of positions in the short time it takes for you to get back on the track. Good luck!

Australia - Albert Park

A fast and fairly easy course to signal the start of the Formula One season. It has some very fast straight forward sections and the corners aren't too difficult, so reduce the downforce on the car. The markers are easy to spot and there are plenty of landmarks so you should have an easy time remembering what lays beyond the next corner.



1 Brake on the turn marker for this fairly easy right-left chicane, from

the start you should be able to gain a couple of positions by out-braking your opponent. On with the power on the exit of the chicane, running the car wide so you gain as much speed as possible for the straight section, slowly edge your car over to the left for the next corner.



2 Watch out for the marker and then it's heavy on the brakes making sure you don't

shunt anyone, take it easy on the accelerator coming out as you've got a sharp left hand corner after that, don't worry too much if you're slow on the brakes as there's a tarmac section for you to run onto instead of a gravel trap, then it's step on the gas accelerating through the right hand bend.

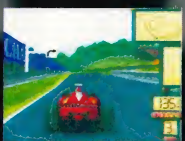


START



3 This is a deceptive right hand corner, hard on the brakes and watch as the

road kinks left then right. Ride the kerb going right and then full throttle for the long sweeping right before you reach another chicane similar to the one at the start of the course. Make sure you exit with plenty of speed for this next section.



5 Hard on the brakes keeping to the left, make good use of the track width then

steady with the gas for the right hander, make sure you don't overdo it or you'll end up on the grass.



4 A really nice stretch of road, build up plenty of speed keeping to the left side

of the track, as you get up to the wire fence with the trees move over to the right and on the turn marker full lock left before you apply opposite lock, time it right and you don't have to brake unless an opponent's in the way.



6 Just as you're coming out of that it's hard on the brakes again for the short left

right into the finishing straight. Repeat that enough times and you should have your first ten points.

Brazil - Interlagos



1 Hard on the brakes for this left hand turn, brake a

little after the marker and then dash over to the left of the track, make sure you don't hit the wall, going down you'll get a good view of the track for the right hand corner that immediately follows. Steady with the power for the right turn, keep to the racing line, then on with the power for the easy left into the long straight.



2 Approach this left hand corner from the right side of the track, brake

hard on the turn marker, aim for the apex of the corner and then back on with the power. Keep right to set yourself up for the next left an easy corner which you can take at full speed. Edge your way over to the left side of the track down the long straight into a series of difficult corners.

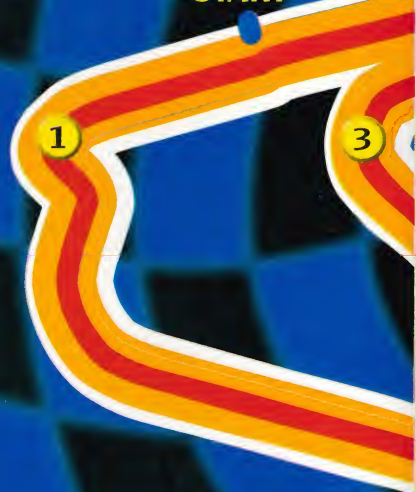


3 The first corner you can take at a fair speed, steady on

the brakes for this long sweeping right, making sure you keep close to the kerb. Take care as the bend tightens into a very slow right, so run the car wide. Coming out of that is another slow corner, ride the kerb follow the racing line and then back onto the accelerator.



START





Don't drink this stuff! It'll put green hairs on your chest!

A similar course to Australia, it's very open with some very fast sections. There's not many landmarks so you'll have to keep a close eye on where the turn markers are. The car's setup should be similar to the one used at Australia but you can increase the downforce to gain that extra speed.



4 The road turns right here but the racing line means you

should position your car towards the left side of the road ready for a very tight hairpin right. Run the car wide getting as much room as possible for the hairpin, heavy on the brakes, then power back on coming out.

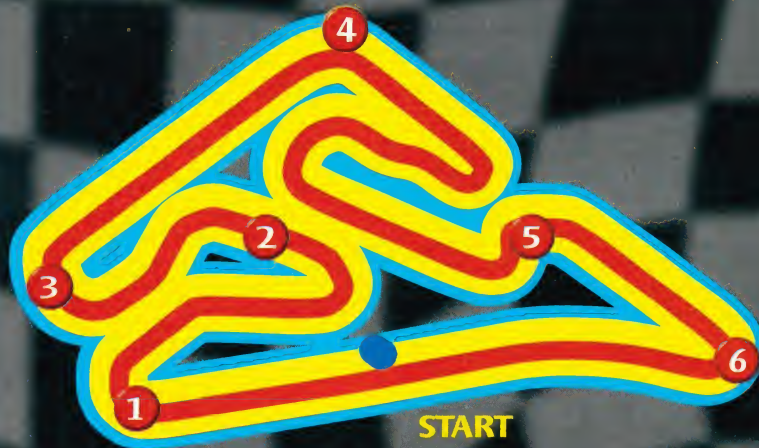


5 Exiting the hairpin you should be on the right side of the

track so you are setup to approach this fast left hand corner, foot down all the way keeping to the racing line.

Argentina - Buenos Aires

This is similar to Interlagos but more control is required. It's a very frustrating course because as soon as you begin to build up some speed you have to slam on the brakes. Some very tough hairpins and tight corners so reduce the downforce of the car and maybe have some harder compound tyres.



START



1 Turn one, the first of many tight turns, keep to the left of the track, then

brake hard on the turn marker whilst keeping to the racing line. On the exit foot down, gaining speed through the right that follows.



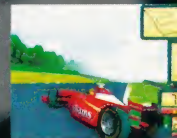
2 Position the car to the right of the track, hard on the brakes again and turn

into the left hand corner. Steady with the throttle coming out then it's back onto the brakes for a similar corner the one just gone. Don't be too soft on the brakes for both of these corners or you'll end up on the grass.



3 Straight after those two slow left handers is a long sweeping right. Lots of

power applied gently taking care not to push the car too wide, then it's full on with the gas down the long straight. Keep to the left look out for the right and turn full speed through that, then hard on the brakes for a very tough hairpin right. Keep your position wide coming out foot down and into a series of quick bends



4 Just as you're building up some speed you have to apply the

brakes for this slow left bend. Like a lot of the other corners straight onto the accelerator on the exit and again making sure you don't over do it, keep to the right side of the track for the short straight.



5 A very nasty chicane here, watch out for the turn marker, then jump in the

brakes for a tight left, hold the racing line onto the kerb then the same manoeuvre but going right coming out of that keep your car positioned left.



6 Again, you're getting up to speed down this little stretch of road when you'll have to brake

hard for a tight right hand hairpin. Make good use of the road width to maintain momentum and then full throttle through the easy left and across the start/finish line.

CHEATZONE F1 World Grand Prix 2

San Marino - Imola

A fast circuit set with a few difficult corners where you will require good control. Generally a fast car setup with lower wing angles is ideal, but don't sacrifice too much control for the sake of speed as there are some tight chicanes and hairpins.



1 The first turn is a fast chicane left-right. Steady on the

accelerator for the right section, too much power and you'll go off the track, straight on with the power for the left hander gaining speed along the straight for the next section.



2 This section is similar to the one just encountered, so approach

it in the same way, but you should take more care for the right turn of that chicane. Coming out of that, move over to the right and prepare for the hairpin left.



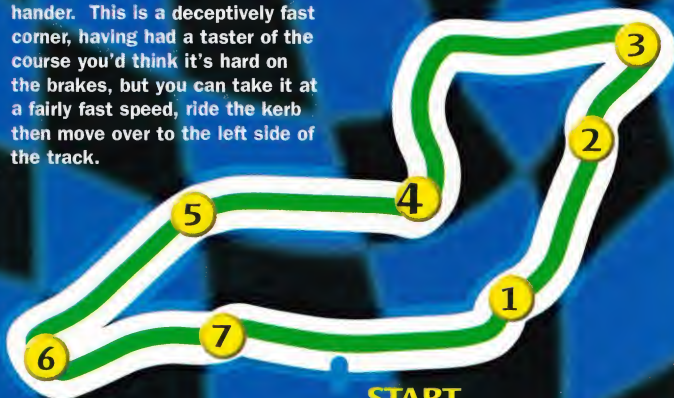
3 Hard on the brakes at the turn marker for a very slow

left hairpin, make good use of the road width keeping to the right for the fast bend which will set you up nicely for the following left hander. This is a deceptively fast corner, having had a taster of the course you'd think it's hard on the brakes, but you can take it at a fairly fast speed, ride the kerb then move over to the left side of the track.



4 Slow into the right hand corner and power on for the following

right. Out brake your opponents into this tight right corner then on with the gas into the long fast straight.



START



5 A difficult right-left chicane. Hard on the brakes full steering

wheel lock right then left, over the kerbs making sure you don't hit the wall. Don't try and cut the corners to gain any positions you'll just end up flying off.



6 Two difficult left corners which

form a big left hairpin. Aim for the apex of the first left taking the car wide to the right, then tap on the brakes for the second left before exiting with your foot to the floor.



7 Another hard chicane to navigate through before the final straight. Approach wide from the right braking hard at the marker. Hold the racing line through both corners making sure you don't put the power on too early during the right turn.

Spain - Barcelona

On the face of it a fast and straight forward course, there's a long straight past the start/finish line where you can build up some speed, but on the whole that's it. Set the car up with a medium downforce setting for the difficult corners which will require more control.



1 After getting off to a flying start edge your way over to the left side of the track, brake hard for what is basically a long chicane. Cut over to the right kerb and position your car for the immediate left, run it wide and then move over to the left where you'll be ready for the long sweeping right.



2 Straight onto the brakes under the bridge for this long hairpin right,

don't be too eager to step on the accelerator as you'll end up running onto the grass, power on as you're coming out then move over to the right of the track.



START

Monaco - Monte Carlo

The most famous race location in the world. Monte Carlo is a very tough course with few places for overtaking, being a street circuit there are lots of barriers so one mistake could cost you a lot of time. A higher downforce setting on your car is ideal so you've got lots of control going through this street circuit.



1 Straight away you've got a really hard right hand corner. Hard on the brakes or you'll run into the barrier, make a

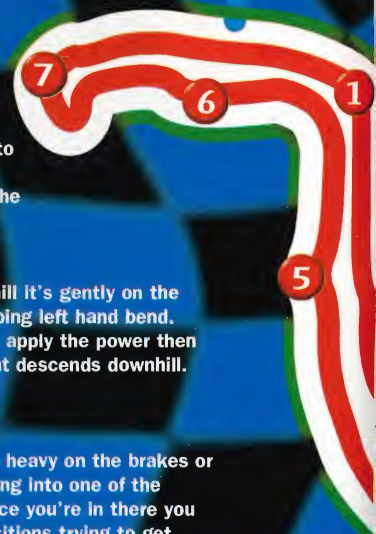
sharp right turn making sure you don't hit the barrier going in then it's on with the power going up the hill.



2 At the top of the hill it's gently on the brakes for a sweeping left hand bend. Going past the casino apply the power then brake for the right that descends downhill.



3 Going downhill, be heavy on the brakes or you'll end up running into one of the overrun areas, and once you're in there you could lose a lot of positions trying to get back on the track. Hard right at the end will lead you to the two very slow hairpins.



START

F1 World Grand Prix





Shadowman



PRO:POSTER

Shadowman





PRO:POSTER

Shadowman



PRO:POSTER

WWE

ATTITUDE

Get It!



PRO:POSTER

MEGA BITES OF FUN



ARE YOU
SMART ENOUGH
TO BEAT THE **GIANT**



3 Brake on the turn marker for this very tight hairpin left, follow

the racing line through and that will position you ready for the fast left. Take this at full speed again keeping to the racing line.



4 Look for the kerb going left then heavy with the brakes, steady with the throttle going

through here then exiting the corner straight on with the power for an easy right, after the short straight gently with the brakes at the turn marker for this fast right.



5 Before this corner position your car to the right. Brake hard going in and then over the kerb on the left, careful going through as the corner tightens and you could see gravel flying.



6 Another steady right hand corner where you must gentle on the accelerator during the turn. Run the car wide coming out and then tap the brakes for the right hander straight after that. Then you're into a short straight before the final turn.



7 Onto the brakes under the advert going into the final right hand corner. Aim for the apex of the corner, apply the power just before exiting and you shouldn't lose too much speed for the long straight past the finishing line.



4 The slowest part of the course where it's lock to lock, make sure you don't hit the

walls or that you're going too fast before the turns. After the second hairpin, there are two slow tight right hand corners, after the first right on with the power for a split second, then back on with the brakes for the second right. On with the power coming out for the long right through the tunnel.



5 Keep an eye out for the grand stand on your left, brake hard

on the turn marker for two very tight chicanes, don't try and cut these corners or leave the braking too late as you'll go flying off. On with the power going out and brake for the left hander before another chicane.



6 Careful going through this chicane. This isn't as difficult as the two just encountered and it doesn't matter as much if you run over the kerb but that doesn't mean you can run through them at full speed.



7 This is a hard chicane as it's setup around barriers so you can't cut the corners. On exit keep your foot down and follow the road left gaining speed.



8 Watch out for the marker, heavy on the brakes for the sharp left or you'll hit the barrier, this is immediately followed by a tight right hand hairpin. One more corner and you've finished a lap, but this can be tricky as it's not that easy to see where you've got to turn, take this corner slowly.

Canada - Montreal

This a very fast course with quick chicanes, so a low wing angle is the best setup for your car. You may also want to have a high gear ratio to make the most of the long straight sections. The course is broken up by a few chicanes and tight hairpins but as long as you know where they are you can tackle these easily.



1 After the start/finish line the road curves to the right, brake hard

on the turn marker and stick to the racing line for the left keeping your speed down for the right hand hairpin after that.



2 Keep left going into this chicane. Hard on the brakes or

you'll end up in the tyre-wall. Aim for the apex of the two corners of this chicane and you shouldn't lose too much speed on the exit. After the fast right hand bend position your car to the right of the track.



START



3 Heavy on the brakes for this chicane left-right,

like the last chicane run over both the kerbs to maintain as much speed as possible, then on with the power coming out for another fast stretch of road.



4 Brake hard after the bridge for this right-

left chicane. Make sure you don't confuse the side road with the actual race track and that you don't cut the kerbs too much going through, loads of power on the exit for a fast stretch of road before a tough hairpin.



5 At the approach to this hairpin right, have your car

positioned to the left of the track. Brake heavily for the turn keeping to the racing line, hug the inside of the corner running the car wide, then power on exiting the turn for a very long fast straight.



6 Lots of braking is needed for this chicane

as you will have been going very fast. Position your car to the left of the track on entry, and like all the other chicanes aim for the apex of both the corners to maintain speed.

France - Magny Cours

Keep the same setup as the one used in Canada, this is another very fast course with a few slow sections. The places where you'll gain the most positions is on the long straights as you'll be going much faster than your opponents.



1 Two very fast left hand bends, keep your eyes on the kerbs, use these as markers for the racing line you want to be on. Immediately after the second left, lift off the accelerator for the long sweeping right, and steady with the power as it's easy to run the car

wide. Coming out of that is the fastest part of the course.



2 Without getting carried away with seeing how fast you're going brake hard on the turn marker for a very tight hairpin right. Back on with accelerator for another long fast section.



3 For the fast chicane right-left keep your eyes peeled for the turn

marker on the left side of the road just after the bridge, miss that and you could end up rejoining at the back of the pack. Exit the left hand bend of the chicane running the car wide ready for the left hand bend.



4 Steady with the accelerator around the bend, don't apply the

power too soon coming out as there's an immediate right hand bend. Aim for the apex of these bends and you should be setup for the next fast section.



5 Miss the marker for this quick right-left section will result in you running off the track. Not as heavy on the brakes going in then over to the left of the track for a slow right hander.



6 Ride over the kerb of the right hand corner, to ensure you don't lose too much speed whilst going round make sure you stick to the racing line of the track. On exiting the corner foot down for the long straight section.



7 Hard on the brakes at the turn marker for a really quick tight right-left chicane. Cut right across both kerbs then back on the power briefly. Position your car to the left and brake again aiming for the racing line over the kerb into the finishing straight.

Britain - Silverstone

A flat course with few distinguishing landmarks, so you'll have to keep an eye out for the all the turn markers. This is an other quick course with fast sweeping curves, so have little downforce on your car, there are some tricky corners so you'll want a good balance between speed and control.



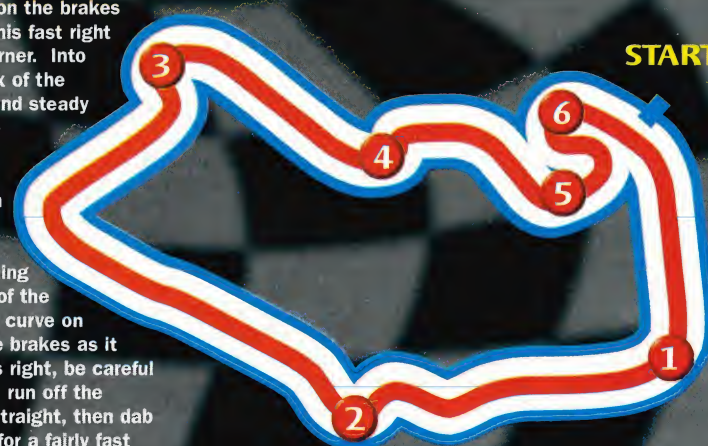
1 Tap on the brakes for this fast right hand corner. Into the apex of the corner and steady with the

throttle, take the series of bends after this corner at full speed. The first one left then right then left again.



2 Coming out of the last left curve on with the brakes as it tightens right, be careful or you'll run off the

track. Full speed down the straight, then dab on the brakes at the marker for a fairly fast right hander.



3 Approach from the right side of the track, hard on the brakes at

the marker onto the kerb of the left corner, cut across to the right following all the way around then straight on with plenty of power coming out.



4 Hard on the brakes at the marker onto the kerb of the

left corner cutting across to the right then straight on with the power, brake slightly for the right hand bend and then moving over to the right.



5 Hard on the brakes for a series of two slow lefts, careful as the corner tightens. On with the power and run the car wide ready for the next

left. This is slightly tighter than the last one so don't be too soft on the brakes, you'll need to be going slowly for the right hand corner that follows that.

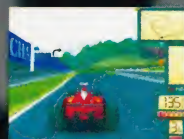


6 Keeping to the right of the bend go easy on the throttle, as it's easy to run the car wide off the track. Coming out of the corner it's

straight on with the power which sweeps right back to the start/finish line.

Austria - A1 Ring

A very fast uncomplicated course with only a few tight corners, little downforce on the car's setup should mean you'll be able to work your way up through the pack, that's assuming you didn't qualify in Pole. Watch out overtaking in the straights and don't leave the braking too late on the tight corners.



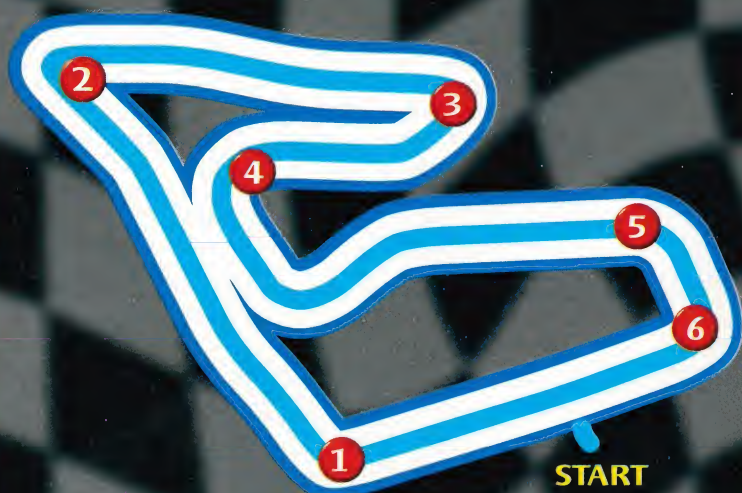
1 Hard on the brakes aiming for the apex, run the car

wide so you get as much speed as possible coming out.



2 This sharp right hairpin requires a lot of braking,

leave it too late and you'll end up in the gravel trap. Again keep to the racing line so you don't lose too much speed going in and out.



3 Another right hand corner, this isn't as tight as the last one, but

you'll still need be hard on the brakes. You can run a little bit wider around here so your speed shouldn't be as slow as the last hairpin.



4 After the last three corners, this one

will seem really easy. Dab on the brakes to reduce your speed and follow the racing line to the right of the track. A short straight where you're back on the power, then dab on the brakes again for another similar left.



5 This right hander is approached in a similar manner to

the last two corners. Reduce your speed slightly going into the corner, keep to the racing line and on with the gas on the exit running the car wide.



6 The last corner into the start/finish line slightly tighter than

the last one, easy on the brakes over the kerb by the pit lane and past the finishing line.

Germany -

Hockenheim

Another very fast circuit, with some very long sections. Minimum downforce to make the most of this long circuit, just be careful with tackling the chicanes on this circuit, make sure you don't cut across the kerbs as it's easy for your car to take off with your low wing setting.



1 Very fast right hander just touch the brakes and follow the racing line to

maintain your speed going through to the very long straight.



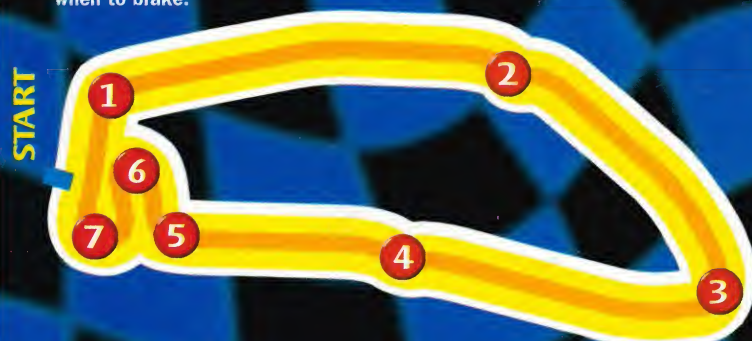
2 Look for the marker so you know when the chicane is

approaching. Position the car to the right then hard on the brakes across both kerbs first right then left. Then back on with the power for another fast section. Don't cut the corners too much on any of the chicanes.



3 Deja-Vu, another right-left chicane using the same

approach as the last one, just look out for the marker indicating when to brake.



4 Is this getting repetitive? Like the last two

chicanes but those clever Germans have decided to make it a right-left chicane to try and confuse you.



5 A fast right hand corner, slow down a bit trying to keep as

much speed as possible following the racing line wide to the left before moving over to the right for the next left.



6 After all those fast straights, going through this

hairpin will seem very slow. Don't be too eager to apply the power around here as the corner hooks round more than you think, just keep to the racing line.



7 Two slow right handers to take you to

the finishing line. Both are taken with the same approach, keep to the left of the track before the turns and over the kerb going wide coming out.



CHEATZONE F1 World Grand Prix 2

Hungary - Hungaroring

A difficult course with some deceiving corners. Higher wing angle settings are needed for this course as there's not many places for you to build up some speed. There are some difficult corners for you to navigate your way around, so the higher wing angle settings will help with your control.



1 Brake at the marker for this right hand hairpin, steady with

the power going through running the car wide coming out. Move over to the right down the short straight so set yourself up for the next hairpin.



2 Like the last hairpin brake at the marker, aim for the apex

of the turn and steady with the power going round. Run the car to the right then quickly left and over the kerb of the right straight after that.



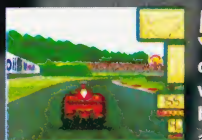
3 Watch out for this quick left, you can take it at a fast pace just make

sure you approach it right. On exiting, move the car over to the left for a good approach into this right hand corner. Steady on the power going through then full on coming out.



4 Hard on the brakes for this tight right-left chicane, over the kerb for the right

hander and slow over the left hand kerb. The left corner after that you should keep to the racing line and take the right corner in a similar manner. On with the power through the left curve, then a quick dab in the brakes for the right.



5 A quick right corner which can be taken at a good

speed, approach from the left and tap on the brakes at the marker, over the kerb and then aim for the left kerb, keeping as much momentum as possible.



6 Hard on the brakes for this tight right hand hairpin, apply the

brakes too late and you'll end up going on the grass, so don't be too eager with the gas. Aim for the apex of the turn and on the exit, move the car over to the left.



7 The final hairpin on the course leads up to the finishing line. It starts off fairly tight, then it opens out so you can apply the gas in the middle of the turn, not too much though or you'll run the car off the track.

Belgium - Spa

A very fast course with two very long fast sections where you can reach speeds of over 200mph, so have a low wing angle setting for your car. There are some fast corners with a couple of difficult slow sections, but a low downforce setting on the car is best suited for this circuit.



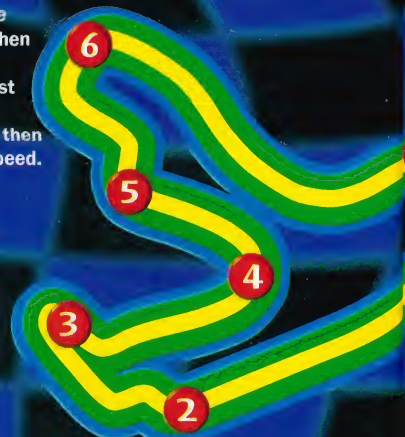
1 Very tight hairpin right to start off with. Heavy on the brakes and early, then foot down for

probably the longest section of track in the game. There's a slight kink in the track as it goes down then back up, but this can be taken at full speed.



2 Brake early for this right-left chicane, into the apex of both turns

power on in the middle of the left corner, brake again then follow the racing line for the right.



Italy - Monza

Another very fast circuit, keep the same settings as used during the Belgium GP. Pay attention on this course it's easy to get carried away down the long straights, and a lapse in concentration could prove disastrous.

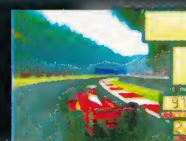


1 Flying down the start/finish line look out for the turn markers. Bring your speed right down and over both the kerbs to maintain maximum speed. Power on quickly

before repeating the manoeuvre for the chicane that immediately follows, then it's back on with the power and full speed around the right hand bend.



2 Watch out for the marker here, you'll have to tackle this in the same way as the last two chicanes, make sure you approach from the right to maintain your speed going through.



3 Approach this right hander from the left side of the track, brake at the marker make for the apex and on with the power for the exit. Run the car wide and repeat for the right that follows this one, but this can be taken at a faster speed.





3 A straight forward right hairpin.

Approach from the left side of the track, aim

for the middle of the turn, then steady with the power going round hugging the kerb, foot down moving over to the right and then brake at the marker going into the left hand corner.



4 Two fast left hand corners, the approach to the first is gently on the

brakes steady with the power using as much of the road width as possible, the second left you can then take at full speed.

START



5 Two nice gentle corners next. Braking gently on seeing the first turn, keep to the racing line for both corners and squeeze on the power through them both. Make sure you don't run the car too wide, as you need to be over to the left for the next section.



6 Brake on the turn marker across the road over the kerb and on with the gas running the car wide, keep to the left and do the next right in the same way. Full throttle coming out and all the way along the next fast section.



7 Brake hard on the turn marker cutting across both kerbs of the left-right chicane, then straight on the power cutting across the kerb of the right-left chicane. Don't misjudge the entry into either of the chicanes or you'll go flying off the track.



4 Brake hard for the left bend of this section. Keep to the racing line and you

should maintain a good speed going through all of them. Coming out of the left, steady with the power for the right and brake a bit for the last left. It's an easy mistake to go too fast, so approach with caution.



5 Brake hard for the final corner of this course. Keep your

foot over the accelerator ready to charge out of the exit. The initial bend is quite tight, but you can start putting on the power halfway through as the corner opens out.



I'm the greatest driver in the world - hic. I love you, hic

1

4

5

START

Luxembourg - Nurburgring

A similar type course to the one in Argentina, there are some nice fast sections, but these are quickly broken up by corners, so you don't really get the chance to build up some speed. Have a medium setting for a good balance of both control and speed.



1 Hard on the brakes after the bridge for this

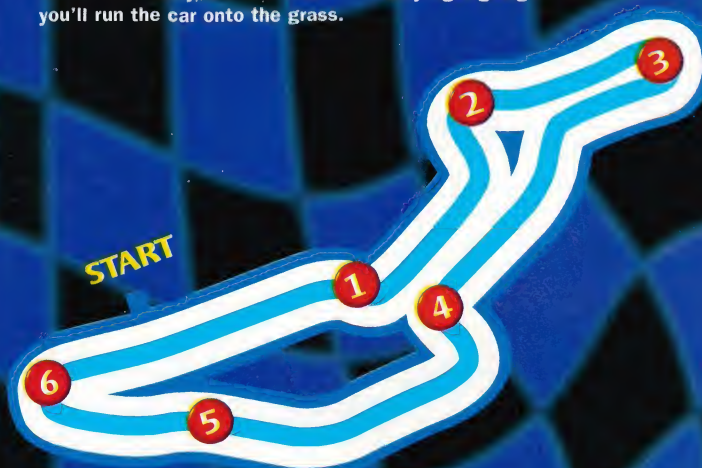
right-left chicane, aim for the apex of the right and then steady with the power for the left. It's tempting to open out the throttle early, but don't as you'll run the car onto the grass.



2 Difficult to see the turn marker, miss it and you'll

go off the track. Brake hard before turning left, then hold the racing line to the right, don't apply any gas as the corner is fairly tight going round.

START



3 This is a slow hairpin right, keep close to the inside of the turn

and just before exiting, foot down for the fast bend ahead. Move over to the right to set yourself up for the left-right bend which you can take at full speed.



4 Again difficult to see the marker here, slow

going round to the left, run the car wide to the right then over to the left ready for the slow right. Again don't be too eager with the accelerator. Then it's foot down for a really long fast stretch with a bend right.



5 Moderately on the brakes here, this chicane left-right can be taken at a fairly fast pace just don't cut the kerb too much or you'll spin off the course



6 Slow right hand hairpin into the finishing

line. Keep to the racing line maintaining as much momentum as possible, keep an eye out for the exit and then on with the power for the final stretch.



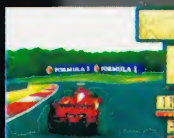
Japan - Suzuka

There's no better course for ending the Grand Prix season. Famous for deciding a lot of Grand Prix titles it's probably the most distinguishable track of them all. A very demanding course with a good combination of fast and slow sections to test the most competent drivers.



1 First corner is a right hander, keep to the racing line for

maximum speed, into the apex, run the car wide and on with the power, but brake slightly for the right that will lead you into a series of fast left-right bends.



2 The last of these bends is quite deceptive, it's slightly

tighter than the others and comes round a bit more, so make sure you are prepared for it. Keep an eye for the exit then it's foot down steady with the power all the way around to the left.



3 Brake slightly for the right-hand bend, then back

on the power for a second before it's hard on the brakes for the tighter right hand corner before the bridge.



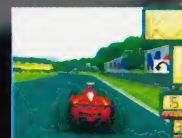
4 Full speed for the right before

the hairpin, then hard on the brakes as you see the actual turn of the hairpin left. Slow all the way, hold the racing line going round, then power on exiting and away you go down a long sweeping right.



5 Fast left hand bend tap on the brakes going in to reduce

your speed and then halfway through on with the power for the long sweeping left, it easy to misjudge your speed around here, so keep your foot over the brake pedal should you be going too fast, also don't be tempted to put the power on too early



6 Brake at the bridge for this final obstacle

before the start/finish line. Enter the chicane wide from the left cut across to the right then cross over to the left and it's pedal to the metal for the final stretch.

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I'm No.1. You're No.1. Now crack open the bubbly and bring me the women, erm, I mean...



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CHEAT ZONE

Premier

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PRO ARENA

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Bargains galore courtesy of you lot!



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Have your say on all things N64



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OFFICIAL GUIDE

Manager 64



Game Selection

Just who do you want to be? If you're in it for the long haul go with the Career choice and choose one of the Division 3 minnows, such as Barnet or Scarborough. Feel the strain as the rain lashes down, with absolutely no money in the kitty, no one in the ground except one man and his dog and your team has more donkeys than Blackpool Pleasure Beach.

Alternatively, you can select the Manager game. This allows you to be the team of your dreams, fools be warned – this ride ain't no picnic.

Team Selection

Follows on from above. If you want to 'Spend, Spend, Spend' select the obvious teams: Man Utd, Liverpool et al. Warning! Even though the bank vaults are brimming, the heat will be on from the directors if you fail to deliver after an elaborate spree.

If you choose the Career path, your powers of wheeling and dealing must be deep rooted in dodgy East London trading history. You start off with only a

It's not all fast cars and faster women y'know! You'll sweat blood and tears before we're done!

few hundred thousand in the pot, use it well my son. Remember, second hand knocked off Ronaldo copies don't come from battered suitcases on street corners down the high street. You don't have to go from one extreme to the other, select middle of the road Nationwide teams or the average Premiership outfits. Club objectives vary from club to club as do the pros and cons. Remember – relish the task, relish the challenge.

Pre Season

The key here is to attain a balanced four match schedule. A heavy duty program against the likes of Ajax, Man Utd, Inter etc could result in a serious injury list and tired players before the season has started. Go towards the other end of the scale, but again beware the extremes. Too light a schedule against the likes of Doncaster and Scarborough will leave a team with the competitive spirit of a tortoise and in a very lackadaisical frame of mind.

Tactics

There are over 150 tactical combinations within the game. Use

them to your advantage and adapt your style of play in accordance with the opposition. Use the opposition icon to full effect and you'll reap the rewards. Check the team sheet and counteract it accordingly. Are your opponents playing five midfielders? You may want to play



Date		League Cup	
4th Oct 1998		Round 2 Leg 1	
Rochdale		3 V 0	Bournemouth
06:15		Possession	
1		Territory	
5 Corners		3	
16 Offsides		4	
17 Shots		9	
8 On Target		6	
3 Subs Left		3	
1		Stats	
Rochdale		Bournemouth	
L Key		N Colgan	
P Sparrow		N Young	
D Stokes		R Beardsmore	
M Bailey		J Bailey	
K Hill		R Murray	
A Johnson		E Howe	
J Heaka		M Rawlinson	
I Bryson		R Boli	
M Leonard		E Warren	
G Lancashire		J O'Neill	
M Stuart		M Dean	



CHEATZONE Premier Manager



▶ a sweeper to defend the advancing runs from deep which threaten to break your offside trap. When you're playing away from home, against the champions or form teams play five at the back and field a counter attacking formation, this, in theory, should minimise the goals against column and get your team the breakaway goal that you planned for. However, if you're a traditionalist and believe in fielding your strongest team week in - week out, use the pre-season to work out

your best side and the most effective team formation.

Also use the area of play ratings to analyse your opponents strengths in these departments.. These are colour coded as follows: Red = Attackers; Yellow = Midfield; Blue = Defence; Green = Goalkeeper. These positions are rated out of a hundred, so try and select a team that will out-point your opponents in as many areas of the pitch as possible.

Training

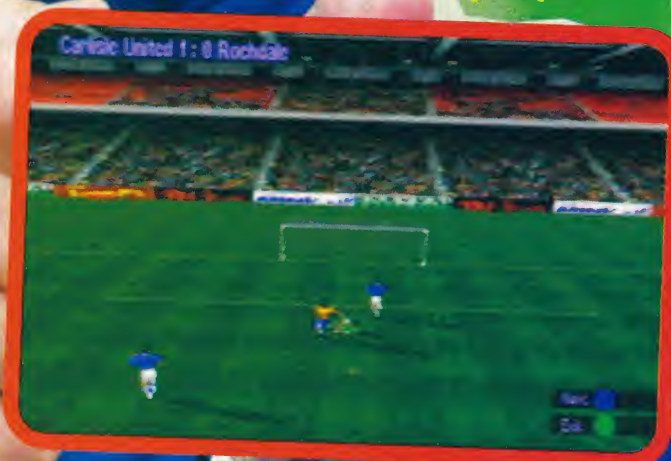
A key part of any successful football team is the training. A physically well prepared team will always be one up on their opponents before the game has even started.

Use the customised training option and design a training programme that is individually suited to each player at your club.

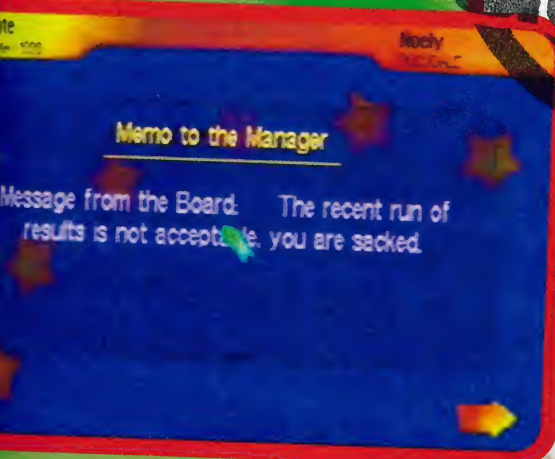
For example, with Paul Gascoigne you don't want a routine based on skill, instead concentrate on fitness. This will improve the player's ratings and your side will see the benefit, as he will have a greater influence on the team's performance as the weeks go by.

After a midweek European game you may want to rest Dennis Bergkamp, ensuring he is fresh and sharp for Saturday's potential title decider. Alternately your very limited centre half from Wigan needs to improve his left foot. Put him into a skill heavy routine,

“Use the customised training option and design a training schedule to suit each player”



Date	Team Tactics
JUN 10 1999	
L Key	Team Strength
P Sparrow	Weak
D Stokes	
M Bailey	
K Hill	
A Johnson	
J Peake	Man To Man
G Stoker	Counter Attack
M Leonard	
R Panter	
M Stuart	
Play	Change Passing



within weeks he will be dropping 60 yard passes on to a 2p coin.

If you sign a player with raw potential from the lower leagues, design a routine over the long term, which concentrates on skill and power. After a couple of seasons you will have a player ready for 1st team action or possibly a £5million prodigy on your hands ready to sell on to the highest bidder, to your chairman's content!

Finance

Use the win bonus effectively. Use it for the games where traditionally, players need to be motivated i.e. lower league meaningless fixtures. Also use for event matches such as Cup finals/title deciders/relegation deciders etc. Offer too much money on too many occasions and the players will become demotivated and will accept the bonus as a right rather than as a special extra.

You need to strike a balance with your ticket pricing policy. Charge too much and the fans will stay away, charge too little and the club will operate at a loss. Offer concessions for the fans to come – for League cup matches reduce the prices so you can draw the biggest gate possible for minor games. Remember fans will pay to watch a winning team so try charging

a little extra. Warning! Don't take liberties – the fans will stay away.

When commissioning ground development work (facilities or new stands) make sure you do it at a time when the income losses will be at a minimum. Start work towards the end of the season or during the summer when the ground is out of action. This means more work on the pitch can be done without distraction.

Also, if you're certain to win promotion, increase your ground capacity as soon as possible, making sure it is ready for the sure-fire attendance boom of the forthcoming highly successful season.

Get your sponsorship deals sewn up quickly so you have income rolling in as soon as the season has kicked off.

An obvious tip this one – don't allow the finances to go into debt for too long otherwise the directors will sack you. Keep the club operating at a loss and it's

the deadly 'vote of confidence' for you.

Transfers

The database contains over 10,000 players from the UK and Europe. Use this to your advantage by sending your scouts to scour as many far reaching countries as possible.

Search for that elusive hidden gem that will potentially save you millions and also earn the club a few bob via a lucrative transfer.

Use the Top Team and Top Scorer options as a scouting tool. Monitor it carefully to see who is scoring/performing week in – week out. Spot any early form from a player regardless of league status and you may have a bargain on your hands.

If you're a newly promoted/established club the best way to entice a superstar is to offer the best financial package possible. The most enticing offer to place on the agent's table is a mid-length contract offering a

lucrative weekly wage and a get-out clause if you get relegated. This way the player knows he is guaranteed top flight football on a decent whack.

When tabling an offer for a foreigner, use the house and car bonus option. This will make Carlos Kickaball feel instantly at home, making it easier for him and his family to settle.

Similar tactic can be used when trying to entice strikers – offer him a goalscoring bonus.

Trying to get the established ageing pro to your club? Easy, offer him a long term contract, it's just what he's after. You see, the fella needs security for the wife and kids.

Snap up all players you can possibly get on the Bosman ruling and sell them on for a hefty profit. Warning! Sign too many players and the wage bill will go ballistic. There's a simple equation that states: director unhappy = director will sack you. Never forget it!



Kevin Keegan's quick dos & quick don'ts



Dos

1. Keep players happy & content.
2. Build a strong deep squad – quality in every position.
3. Prepare your squad for all games – preparation is vital.
4. The opposition – know what you're up against.

Don'ts

1. Don't alienate players in the squad – keep all players involved.
2. Don't let players dictate wages – make an offer and stick to it.
3. Don't alienate the fans – charge too much and they'll stay away.

CHEAT ZONE → The Cheat



Psst... over here! I've got a brand new top-secret cheat for Rogue Squadron

Rogue Squadron

Use the Force to fly in a fighter from Episode One

FLY THE NABOO STARFIGHTER

To access this sleek fighter, type in HALIFAX? as your passcode, select Enter Code, then type in !YNGWIE! Select Enter Code again, and you'll have full access to the Naboo Starfighter. If for some unknown reason you'd like to disable this code, type in HALIFAX? then enter in any word you'd like as your second Passcode.



Episode One Racer

To unlock the secret characters, you need to beat these track times:

SEULBA

The Boonta Classic
Galactic Circuit
Lap Time: 02:04:210
Race Time: 06:20:012

ALDAR BEEDO

Beedo's Wild Ride
Amateur Circuit
Lap Time: 01:02:986
Race Time: 03:16:697

RATTS TYERELL

Howler Gorge
Semipro Circuit
Lap Time: 01:31:370

Race Time: 04:48:510

MAWHONIC

Andobi Mtn. Run
Galactic Circuit
Lap Time: 01:39:309
Race Time: 05:05:648

SLIDE PARAMITA

AP Centrum
Invitational Circuit
Lap Time: 00:58:410
Race Time: 03:03:260

CLEGG HOLDFAST

Aquilaris Classic
Amateur Circuit
Lap Time: 01:04:700
Race Time: 03:16:926

BULLSEYE NAVIOR

Sunken City
Semipro Circuit
Lap Time: 01:52:620
Race Time: 05:43:101

ARK BUMPY ROOSE

Bumpy's Breakers

Semipro Circuit

Lap Time:
02:09:358
Race Time:
06:47:380

WAN

SANDAGE
Scrapper's Run
Semipro Circuit
Lap Time:
00:44:904
Race Time: 02:23:978

BOZZIE BARANTA

Abyss
Invitational Circuit
Lap Time: 01:02:639
Race Time: 03:12:934

NEVA KEE

Baroo Coast
Semipro Circuit
Lap Time: 01:38:300
Race Time: 04:59:640

Race Time: 00:52:081

MARS GUO

Spice Mine Run
Amateur Circuit
Lap Time: 01:29:470
Race Time:
04:30:880

BOLES ROOR

Zugga Challenge
Semipro Circuit
Lap Time:
02:01:261
Race Time: 06:10:897

FUD SANG

Vengeance
Amateur Circuit
Lap Time: 01:16:880
Race Time: 03:51:921

TOY DAMPNER

Executioner
Galactic Circuit
Lap Time: 00:31:540
Race Time: 04:42:310



Tip-X's Cheat Zone 09064 664402



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s are Out There

Duke Nukem 64

He's hard, but he's not invincible. Not unless you use our cheats!



TO OPEN CHEAT MENU

On the main menu, press D-pad left, D-pad down, L, L, D-pad up, D-pad right, D-pad left, D-pad up.

ALL ITEMS

Enter the Cheat Menu code, then return to the main menu and press R, C-Right, D-pad down, L, C-Up, Left, C-Right, L. A new item called "ALL ITEMS" should become available.

INVINCIBILITY

Enter the Cheat Menu code, and at the main menu press R, C-Right, R, L, R, R, D-pad left. If you did it right you'll hear a tone. Now go into the cheat menu and turn invincibility on.

NO MONSTERS

Go to the Cheat Menu (see above) then press L, C-Left, L, R, C-Right, R, L, L, R. You will hear a siren if you did the code correctly. Then go in the cheat menu and now you can turn the monsters on and off.

DEFEATING THE OVERLORD

When fighting the Overlord, stay in the water but don't submerge. As long as you're at the surface, you can hit him but he can't hit you.

WARNING: Don't use explosive weapons. If you do you will die.

GHOST DUKE

In dukematch, turn on the All Items code and kill yourself with a pipebomb. Before you press open, turn on Invincibility and you will come back to life, now turn off Invincibility and you will be invisible to all of the dukebots.

HEALING SPRINGS

It's always fun to blow stuff up, well now you can have fun and get power at the same time. First, shoot or blow up a water fountain, fire hydrant, or even a toilet. Then walk over to the water that's squirting up and hold A. You will gradually regain your energy.

INFINITE JET PACK

While you're in the air with the jet pack, turn on the All Items code. You now have unlimited fuel for your jet pack.

LEVEL SELECT

Enter the Cheat Menu code shown above, then press L, L, L, C-Right, Right, Left, Left, C-Left.



SKIP

LEVELS 28 AND 29

Go through the yellow key card door on level 27. Find the big body of water and pass through the waterfall. Beyond you'll see some trees by a red handprint on the wall. Go through the trees and hit the green auto-abort switch to skip to level 30.



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CHEAT ZONE

The Cheats are Out There

WWF Warzone

You'll find weird things in basement

TO OPEN BASEMENT CHEAT MENU

To use these codes you must first access the Basement Cheat Menu by pressing L, R at the Mode Select screen.

Before doing this you must win the challenge mode in solo or vs. computer mode. You can't play against a human opponent.



ACCESS SUE THE RING GIRL

Win Challenge mode on medium or hard with Bret or Owen Hart.

ACCESS TRAINER

To play as the trainer, go to the trainer mode. He will be under create-a-wrestler in character select.

BEANS MODE

Win Challenge mode on medium or hard with either Headbangers.

BIG HEAD

Win Challenge mode on medium or hard with Bulldog or Rock.

DIZZY WRESTLERS

In biographies, hold L and R at the same time. After about 5 seconds your wrestler will become dizzy.

EGO MODE

Win Challenge mode on medium or hard with Ahmed.



EXTRA GOLD

Win Challenge mode on medium or hard with Goldust.

LADIES NIGHT

Win Challenge mode on medium or hard with Shawn Michaels or Triple H.

NEW DUDS

Win Challenge mode on medium or hard with Kane.

NO BLOCKING

Win Challenge mode on medium or hard with Shamrock.

NO METERS

Win Challenge mode on medium or hard with Undertaker.

POLISHED MODE

Win Challenge mode on medium or hard with Kane or Steve Austin.

Quake 2 It's a flippin' good fragfest when you tap in these codes!

BONUS LEVEL: TWISTS

To access the bonus level, enter the password "FBBC VBBC FBBC VBF7". Twists is deathmatch level with a 1:40 time limit and rocket launcher.

CHANGE LEVEL COLOURS IN MULTIPLAYER

Enter the password S3TC 00LC 0L0R S??? to change the game's colour palette.

INFINITE SHOTS IN MULTI-PLAYER

Enter the code S3T1 NF1N 1T3S H0TS.

LOW GRAVITY IN MULTI-PLAYER

Enter the password S3TL 0WGR V1TY ???? to reduce the gravity in multiplayer games.

PASSWORDS

To access the password screen, choose LOAD GAME then press B when the list of saved games appears.

LEVEL PASSWORD

2 PGBG VF6B M0BH X3CF
3 1KLS DN5H 7NBF DWRQ
4 2KLR SDRY ?VV4 YQ8X
5 VK3T 7LFC 94B7 D3R3



Where's That Button?



LIVE!

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WCW VS NWO: World Tour

Got the grappling gripes? Use our special tips to keep your spirits up and opponents on the deck

RAISE YOUR SPIRIT FAST

If you've been pinned outside the ring, hold UP on the analogue stick. You'll stay in the pin but your spirit will increase quickly.

REGAIN SPIRIT EASILY

To regain spirit without attacking anybody, rotate the joystick a couple of times. Only do this when your opponent is on the ground or else you will lose it all when he punches you.

EASY ESCAPE FROM PINS AND SUBMISSIONS

To escape quickly when you are being pinned or placed in a submission hold, rotate the joystick quickly. This will prevent you from taking damage from submission holds and/or being pinned.

NOTE: If your wrestler has been wasted so badly that he/she can not take anymore, this will not work for submission holds.

EASY WIN

While in the ring go to the left sides ropes and strong grapple to throw the other player out of the ring. Once other player is out of the ring make sure he/she is down then run over to the right side of the ring opposite of the CPU player and get in the ring. Stay on the apron or just stay on the



right side of the ring and the stupid CPU will just stand there and get counted out every time

CAMERA ZOOM

When choosing a player, if you move the analogue stick you can move the player or zoom the camera in and out.

UNMASK A WRESTLER

To rip off a wrestler's mask or paint, repeatedly use the eye gouge move. In order to do this you must select a character that can do the eye gouge such as Syxx, Rick Steiner, and Ric Flair. After a few times you will see their face.

GIFTS FROM THE CROWD

To pull things out of the crowd, get out of the ring and move to the metal fence. Then press C-Up. If your character doesn't pull something out, try again somewhere else.

TAG TEAM FINISHER

Get behind one of your opponents in a two-player tag team match. Now press and hold A for a strong grapple, then press L to pick up your opponent. Have the other player get on the turnbuckle and he will automatically jump off and do a clothesline and knock your opponent off your shoulders and onto the mat.

CARRY YOUR OPPONENT

You can put an opponent on your shoulders by doing a strong grapple from the back and pressing R. You can also hold your opponent so someone can hit him by doing a strong grapple from the back and pressing L.

CRUISERWEIGHT FLIP

With most cruiserweights you can do this trick. While running off the ropes press A when you hit the ropes and your character will moonsault onto your opponent.

DO YOUR OPPONENT'S MOVES

To execute one of your opponent's moves, get your opponent in a strong grapple (hold down A) when your Spirit Meter is flashing "SPECIAL", and press A + B simultaneously.

FOLLOW THROUGH TIPS

When re-entering the ring, hold the C-up button so you will go straight into the ring instead of standing on the side. While dragging an opponent, hold the A button immediately after you let go of the L button to do a move, hold the C-down button to go for a pin, or the R button to pick him up. That way your opponent won't be able to get up.

JUMP OVER OPPONENT

Throw your opponent against the ring. Then when your opponent is running towards you press L. And you will hurdle your opponent and you can use L to drag your opponent on the ground when they're on their back.

PLAY AS DIAMOND DALLAS PAGE

Go to League Challenge, choose WCW and play the game until you get to Dallas Page. If you defeat Diamond Dallas you can choose him as a playable character.

PLAY AS GLACIER

To access Glacier, beat IU in League Challenge mode.

PLAY AS JOE BRUISER AND BLACK WIDOW

When you beat all the different game modes, you will get to an extra menu called Whole World Wrestling. After you beat both Heavyweight and Cruiserweight you face a boss. Defeat that boss and you will be able to pick him as a playable character.

PLAY AS MACHO MAN RANDY SAVAGE

To access Macho Man Randy Savage, beat NWO in League Challenge mode.

PLAY AS WRATH

Choose DOA and play until you meet Wrath. Defeat Wrath and you can select him as a playable character. Be sure to save your game from the option menu.



Tip-X Helpline

Post your tips, tricks or questions to Tip-X, N64 Pro, Freepost, IDG Media, Adlington Park, Macclesfield, Cheshire, SK10 4NP (or tipx@idg.co.uk). The best tipsters will get a free Pro Crew membership!



LIVE! Tip-X's CheatZone 09064 664402

● Operating hours: 7 days a week from 8 am till 11pm ● Calls cost £1.50 per minute at all times ● Call charges will appear on your standard telephone bill ● Callers must seek permission from the person paying the bill before calling ● Live line! No recording!



Ok, so you think you're hard do you? It's a fight you want, is it? Well come on then show us what you're made of. No! never mind outside in the car park. Let's pick up our controllers and settle this matter once and for all in the Pro Arena, and may the best gamer win...

PRO ARENA

1080° Snowboarding

Air Make

51,900	Andrew Densley, Bath
51,900	Mark Helps, Southampton
51,800	Toon Van Craeyveldt, Belgium
31,550	Joel Derbyshire, Shropshire

Half Pipe

125,710	Toon Van Craeyveldt, Belgium
108,472	Andrew Densley, Bath
87,140	Chris Webb, Gloucester
84,196	Danny Dunn, Lincolnshire

Contest

294,690	Chris Webb, Gloucester
214,377	Danny Dunn, Lincolnshire
210,552	Kevin Seeney, Suffolk
198,822	Peter Tweedie, Woking

Crystal Lake

1:02:73	Danny Dunn, Lincolnshire
1:03:16	Brent Bush, Isle of Man
1:03:16	Toon Van Craeyveldt, Belgium

Best Score

126,947	Tom Reynolds, N. Ireland
---------	--------------------------

Crystal Peak

1:27:21	
1:27:97	Brent Bush, Isle of Man
1:28:47	James Barnes, Bristol

Best Score

96,371	Chris Webb, Gloucester
--------	------------------------

Deadly Fall

1:08:21	Danny Dunn, Lincolnshire
1:08:57	Kevin Seeney, Suffolk
1:08:83	Tom Reynolds, N. Ireland

Best Score

160,276	Tom Reynolds, N. Ireland
---------	--------------------------

Dragon Cave

1:25:76	Danny Dunn, Lincolnshire
1:27:38	James Barnes, Bristol
1:28:14	Kevin Seeney, Suffolk

Best Score

114,996	Chris Webb, Gloucester
---------	------------------------

Golden Forest

1:19:82	Danny Dunn, Lincolnshire
1:20:02	Andrew Mills, Dundee
1:20:12	Jan-Erik Spangberg, Sweden

Best Score

80,188	Tom Reynolds, N. Ireland
--------	--------------------------

Mountain Village

1:30:15	Danny Dunn, Lincolnshire
1:31:08	Adam Charlton, Huntingdon
1:31:50	Brent Bush, Isle of Man

Best Score

101,890	Tom Reynolds, N. Ireland
---------	--------------------------



Andrew Densley



Tom Reynolds



Jan-Erik Spangberg



Greg Ihnatenko



GoldenEye 007

00 Agent

Archives	00:56	Richard Dunn, Lincolnshire
----------	-------	----------------------------

Aztec Complex

	10:37	Andrew Mills, Dundee
--	-------	----------------------

Bunker

	02:36	Andrew Mills, Dundee
--	-------	----------------------

Cradle

	02:18	Andrew Mills, Dundee
--	-------	----------------------

Control Centre

	07:29	Andrew Mills, Dundee
--	-------	----------------------

Dam

	03:25	Andrew Mills, Dundee
--	-------	----------------------

Depot

	02:24	Andrew Mills, Dundee
--	-------	----------------------

Egyptian

	01:13	Andrew Mills, Dundee
--	-------	----------------------

Facility

	00:52	Richard Dunn, Lincolnshire
--	-------	----------------------------

Frigate

	04:12	Andrew Mills, Dundee
--	-------	----------------------

Runway

	00:52	Richard Dunn, Lincolnshire
--	-------	----------------------------

Silo

	08:09	Andrew Mills, Dundee
--	-------	----------------------

Streets

	02:28	Andrew Mills, Dundee
--	-------	----------------------

Surface

	01:52	Richard Dunn, Lincolnshire
--	-------	----------------------------

Train

	02:06	Richard Dunn, Lincolnshire
--	-------	----------------------------

Wave Race 64

Drake Lake

1:19:788	Paul Officer, Peterhead
1:34:161	David Wilkinson, Spennymoor
1:36:645	Liam O'Brien, Liverpool

Glacier Coast

1:31:615	Paul Officer, Peterhead
1:32:191	Andrew Mills, Dundee
1:34:044	Stuart Richards, Surrey

Marine Fortress

1:34:270	Andrew Mills, Dundee
1:39:742	David Wilkinson, Spennymoor
1:43:359	Liam O'Brien, Liverpool

Port Blue

1:24:967	Greg Ihnatenko, Stockport
----------	---------------------------

Sunny Beach

1:01:078	Andrew Mills, Dundee
1:03:046	Paul Officer, Peterhead
1:19:546	Andrew Harvey, Reading

Sunset Bay

1:13:860	Greg Ihnatenko, Stockport
1:15:135	Paul Officer, Peterhead
1:25:570	Stuart Richards, Surrey

S Island

1:26:464	Paul Officer, Peterhead
1:36:306	David Wilkinson, Spennymoor
1:36:894	Stuart Richards, Surrey

Twilight City

1:52:011	Andrew Mills, Dundee
1:52:945	David Wilkinson, Spennymoor
1:54:803	Liam O'Brien, Liverpool

Legend of Zelda: Horse Race

00:46	Danny Dunn, Lincolnshire
00:46	David Wilkinson, Spennymoor
00:47	Daniel Berry, Bolton
00:47	James Dransfield, Manchester
00:47	Peter Hutchins, Cheshire
00:47	Phillip Longhurst, Sudbury
00:47	Gareth Moore
00:47	Laurie Nicholas, Sheffield
00:47	Martin Oliver, Watford
00:47	Tom Reynolds, N. Ireland
00:47	Jamie Shrimpton, Worcestershire
00:47	Peter Tweedie, Woking

Archery

2,000	Daniel Berry, Bolton
2,000	Kanai Brand
2,000	Chris Haynes, Wycombe
2,000	James Kaplonek, Hants
2,000	Ryan Lilley, Aberdeen
2,000	Martin Oliver, Watford
2,000	Tom Reynolds, N. Ireland
2,000	Jan-Erik Spangberg, Sweden



James Dransfield



Daniel Berry



Diddy Kong Racing

Ancient Lake

00:34:76	Adam Charlton, Cambs
00:35:93	Stuart Richards, Surrey
00:42:10	Rob Pierce, Salisbury

Boulder Canyon

01:33:81	Danny Dunn, Lincolnshire
01:36:30	Kevin Seeney, Suffolk
01:37:25	Stuart Richards, Surrey
01:43:26	Andrew Harvey, Reading

Crescent Island

01:05:63	Stuart Richards, Surrey
01:14:31	Richard Dunn, Lincolnshire
01:17:43	Jan-Erik Spangberg, Sweden
01:21:41	Kevin Seeney, Suffolk

Darkmoon Caverns

01:42:60	Stuart Richards, Surrey
01:49:03	Richard Dunn, Lincolnshire
01:52:75	Kevin Seeney, Suffolk
01:55:71	Jan-Erik Spangberg, Sweden

Everfrost Peak

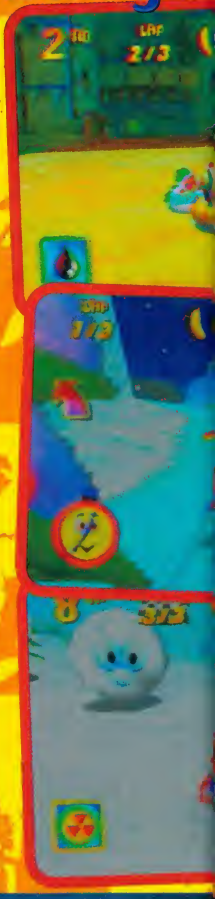
01:20:10	Stuart Richards, Surrey
01:25:26	Richard Dunn, Lincolnshire
01:30:91	Kevin Seeney, Suffolk
01:33:96	Andrew Mills, Dundee

Fossil Canyon

00:59:91	Stuart Richards, Surrey
01:06:45	Adam Charlton, Huntingdon
01:11:83	Richard Dunn, Lincolnshire
01:12:50	Kevin Seeney, Suffolk

Frosty Village

01:20:60	Richard Dunn, Lincolnshire
01:20:76	Kevin Seeney, Suffolk
01:21:96	Stuart Richards, Surrey
01:27:56	Andrew Harvey, Reading



Gaming Gladiators



James Barnes



George Spencer



It's another 'one that almost got away' story this month. Paul Adinolfi was the first person to send us a 20lb+ (non Hyrule Loach) fish along with photographic evidence. Nice fishing Paul, you've just landed yourself a prize catch of a FREE Pro Crew Membership.

Ocarina of Time

- 2,000 Peter Tweedie, Woking
- 2,000 Jordan Widdowson, Middlesbrough
- 2,000 David Wilkinson, Spennymoor
- 1,670 George Spencer, S Wirral

Marathon

- 01:00 Peter Biddle, Oxon
- 01:02 Phillip Longhurst, Sudbury
- 01:03 Kanai Brand
- 01:04 Derek Cook, Beds
- 01:04 James Dransfield, Manchester
- 01:04 Jan-Erik Spangberg, Sweden
- 01:05 Tom Reynolds, N. Ireland
- 01:06 Jamie Shrimpton, Worcestershire
- 01:07 Gavin Shepherd, Sheffield
- 01:07 Kevin Seeney, Suffolk



Kanai Brand

Fishing

- 34lbs Peter Biddle, Oxon
- 33lbs Paul Adinolfi, London (Hyrule Loach)
- 21lbs Paul Adinolfi, London
- 20lbs Michael Downey, Kent
- 20lbs Mande Keeling, W Sussex
- 20lbs Tom Reynolds, N.Ireland

F1 World Grand Prix

Fastest Laps

Australia

- 00:39:04 Jan-Erik Spangberg, Sweden
- 01:02:54 Richard Dunn, Lincolnshire

Brazil

- 01:00:24 Paul Stevens, Kent

Britain

- 00:57:48 Chris Dunn, Lincolnshire
- 00:59:48 Danny Dunn, Lincolnshire
- 01:04:39 Stuart Richards, Surrey

Germany

- 00:38:09 Jan-Erik Spangberg, Sweden
- 01:09:77 Paul Stevens, Kent
- 01:13:36 Chris Dunn, Lincolnshire

Italy

- 01:01:11 Paul Stevens, Kent

Japan

- 00:38:09 Jan-Erik Spangberg, Sweden
- 01:11:14 James Barnes, Bristol
- 01:12:18 Chris Dunn, Lincolnshire

Monaco

- 00:58:16 Chris Dunn, Lincolnshire



Greenwood Village

- 01:19:21 Kevin Seeney, Suffolk
- 01:19:31 Stuart Richards, Surrey
- 01:22:01 Jan-Erik Spangberg, Sweden
- 01:23:25 Richard Dunn, Lincolnshire

Haunted Woods

- 00:50:75 Kevin Seeney, Suffolk
- 00:52:76 Richard Dunn, Lincolnshire
- 00:53:06 Stuart Richards, Surrey
- 00:54:05 Kevin Seeney, Suffolk

Hot Top Volcano

- 00:53:63 Stuart Richards, Surrey
- 01:15:75 Richard Dunn, Lincolnshire
- 01:17:43 Andrew Mills, Dundee
- 01:17:93 Rob Pierce, Salisbury

Jungle Falls

- 00:41:70 Stuart Richards, Surrey
- 00:43:50 Adam Charlton, Huntingdon
- 00:47:13 Richard Dunn, Lincolnshire
- 00:49:70 Andrew Mills, Dundee

Pirate Lagoon

- 01:04:31 Stuart Richards, Surrey
- 01:04:36 Rob Pierce, Salisbury
- 01:05:73 Jan-Erik Spangberg, Sweden

Snowball Valley

- 00:53:40 Richard Dunn, Lincolnshire
- 00:53:80 Kevin Seeney, Suffolk

- 00:54:63 Stuart Richards, Surrey
- 00:54:70 Jan-Erik Spangberg, Sweden

Spacedust Alley

- 01:24:26 Stuart Richards, Surrey
- 01:43:40 Richard Dunn, Lincolnshire
- 01:47:51 Kevin Seeney, Suffolk
- 01:51:05 Rob Pierce, Salisbury

Star City

- 01:25:55 Stuart Richards, Surrey
- 01:26:86 Kevin Seeney, Suffolk
- 01:30:45 Rob Pierce, Salisbury
- 01:30:90 Richard Dunn, Lincolnshire

Spaceport Alpha

- 01:23:11 Stuart Richards, Surrey
- 01:40:71 Andrew Mills, Dundee
- 01:44:35 Kevin Seeney, Suffolk
- 01:44:60 Richard Dunn, Lincolnshire

Treasure Caves

- 00:48:66 Kevin Seeney, Suffolk
- 00:49:06 Richard Dunn, Lincolnshire
- 00:50:96 Jan-Erik Spangberg, Sweden
- 00:51:00 Stuart Richards, Surrey

Walrus Cove

- 01:29:05 Stuart Richards, Surrey
- 01:39:66 Kevin Seeney, Suffolk
- 01:40:95 Richard Dunn, Lincolnshire
- 01:41:55 Jan-Erik Spangberg, Sweden

Whale Bay

- 00:57:85 Stuart Richards, Surrey
- 00:59:63 Danny Dunn, Lincolnshire
- 01:01:96 Kevin Seeney, Suffolk
- 01:02:21 Sam Doyle, Glossop

Windmill Plains

- 01:21:80 Stuart Richards, Surrey
- 01:45:93 Richard Dunn, Lincolnshire
- 01:49:36 Jan-Erik Spangberg, Sweden
- 01:50:80 Andrew Mills, Dundee

F-Zero X

Big Blue

- 01:22:403 Richard Dunn, Lincolnshire
- 01:35:633 Andrew Mills, Dundee

Big Hand

- 02:08:180 Richard Dunn, Lincolnshire
- 02:29:573 Andrew Harvey, Reading

Death Race

- 00:27:692 Richard Dunn, Lincolnshire
- 00:46:622 Jan-Erik Spangberg, Sweden

Mute City 1

- 01:14:202 Richard Dunn, Lincolnshire
- 01:15:459 Jan-Erik Spangberg, Sweden

Mute City 3

- 01:28:353 Richard Dunn, Lincolnshire
- 01:46:949 Andrew Harvey, Reading

White Land

- 01:23:567 Richard Dunn, Lincolnshire
- 01:42:245 William Smith, Ryton

Rainbow Road

- 01:57:525 Richard Dunn, Lincolnshire
- 02:19:785 Andrew Harvey, Reading

Red Canyon

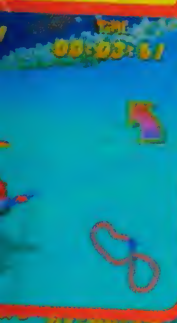
- 01:11:768 Richard Dunn, Lincolnshire
- 01:18:413 Andrew Mills, Dundee

Sector Beta

- 01:29:449 Richard Dunn, Lincolnshire
- 01:48:475 Andrew Mills, Dundee

Space Plant

- 01:47:694 Richard Dunn, Lincolnshire
- 02:12:287 Andrew Mills, Dundee



PRO ARENA



Star Wars: Rogue Squadron

Ambush Mos Eisley	
00:35	Richard Dunn, Lincolnshire
Search for Nonnah	
03:31	Richard Dunn, Lincolnshire
Jade Moon	
01:02	Richard Dunn, Lincolnshire
Death Star Trench Run	
02:09	Andrew Harvey, Twyford
Battle of Hoth	
03:29	Andrew Harvey, Twyford
Liberation of Gerrard V	
04:05	Richard Dunn, Lincolnshire
Imperial Construction Yards	
01:49	Richard Dunn, Lincolnshire
Assault on Kile II	
01:57	Richard Dunn, Lincolnshire
Battle of Calimari	
02:35	Richard Dunn, Lincolnshire

Banjo Kazooie

Completed Game	
2:46:17	Kevin Seeney, Suffolk
2:59:46	Jan-Erik Spangberg, Sweden
Bubbleloop Swamp	
0:14:39	Kevin Seeney, Suffolk
0:15:19	Jan-Erik Spangberg, Sweden
Clanker's Cavern	
0:08:47	Kevin Seeney, Suffolk
0:09:01	Richard Dunn, Lincolnshire
0:09:16	Jan-Erik Spangberg, Sweden
Click Clock Wood	
0:29:00	Jan-Erik Spangberg, Sweden
0:43:46	Kevin Seeney, Suffolk
Freezezy Peak	
0:13:20	Jan-Erik Spangberg, Sweden
0:13:34	Kevin Seeney, Suffolk
Gobi's Valley	
0:12:44	Jan-Erik Spangberg, Sweden
0:13:46	Kevin Seeney, Suffolk
Mad Monster Mansion	
0:14:16	Jan-Erik Spangberg, Sweden
0:15:48	Kevin Seeney, Suffolk



Mumbo's Mountain	
0:05:27	Richard Dunn, Lincolnshire
0:05:43	Kevin Seeney, Suffolk
0:06:40	Jan-Erik Spangberg, Sweden
Rusty Bucket Bay	
0:16:14	Jan-Erik Spangberg, Sweden
0:18:56	Kevin Seeney, Suffolk
Treasure Trove Cove	
0:08:18	Richard Dunn, Lincolnshire
0:10:37	Jan-Erik Spangberg, Sweden
0:10:55	Kevin Seeney, Suffolk



How To Enter...

Don't worry if you can't fill in all the Game and Achievement spaces. Just make sure you send photographic proof of your achievement(s) and a recent picture of yourself. We'll add your name to the ever-growing list of Gaming Gladiators - the sooner you send off your entry, the sooner your face'll appear in the mag

Name

Address

The Pro Arena

Game

Achievement

Game

Achievement

Game

Achievement

We want your challenges!

Have you got a gaming achievement that you're proud of? Fancy pitting your gaming prowess against both the N64 Pro team and fellow readers alike? Send us your times

Lylat Wars

Max hits
2150
Jan-Erik Spangberg, Sweden



Wetrix

110,366,160
Paul Mitchell, Rossendale



Mario Kart 64

Luigi Raceway	
00:49:64	Richard Dunn, Lincolnshire
Choco Mountain	
01:00:56	Richard Dunn, Lincolnshire
Toad's Turnpike	
01:57:79	Richard Dunn, Lincolnshire
Wario Stadium	
00:21:22	Richard Dunn, Lincolnshire
Yoshi's Story	
00:35:19	Danny Dunn, Lincolnshire
Kalamari Desert	
02:11:66	Richard Dunn, Lincolnshire
Mario Raceway	
01:04:42	Richard Dunn, Lincolnshire
Bowser's Castle	
02:17:40	Richard Dunn, Lincolnshire
DK Jungle Parkway	
00:31:94	Richard Dunn, Lincolnshire

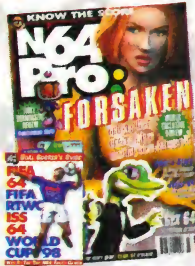
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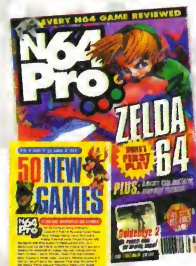
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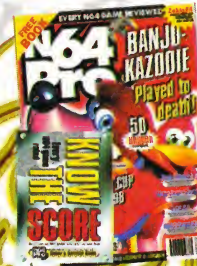
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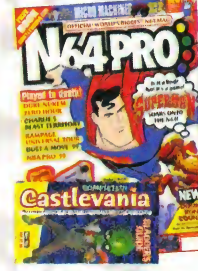
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If the thought of paying £40 for a game makes you wake up in the middle of the night screaming "Ooh God noooo!" with your fists clenched tighter than a fly's butt, then you've found the right place. Here all the best bargains are printed and you can swap your rancid carts for dream games. Just fill in a form and send it in. **Mark**

SWAPS



or F1 WGP 2. Must be boxed with instructions. Plus my games have official guides. Matt Woods, Guildford, 01483 232569.

★ I will sell **F1 World Grand Prix** for £20, **Zelda** for £25 and **Beetle Adventure Racing** plus brand new 1 Mb memory card for £30. All three games in mint condition. **Martin Muller, Peterborough, 10778 347260.**

★ Wanna decent deal! Check out this N64 with 3 games Quake, Mario 64 and Bomberman, 2 controllers all boxed £120. Also pink Game Boy with Maro, Dr Mario, Tamagotchi, Wave Race, Yoshi's Cookie, case £40 ono. Please call Ben King, Cranbrook, 01580 720240.

★ For sale! PlayStation £250 or swap for good N64 offer. 16 top class games (ooh they are - Mark), 3 controllers, memory card, demos, mags and cheats. Everything immaculate condition. Cost around £750 (snigger, worth every penny mate - Mark).

★ I will sell **Zelda** for £35 Boxed, **F1 WGP** £20 boxed and **Mission: Impossible** Boxed £20. Phone James on 01509 214850.

★ I'll swap **Diddy Kong Racing** for **Formula One World Grand Prix**. **Saul Astley-Hill, Peterborough, 01832 280082.**

★ I will swap **V-Rally Edition '99**, mint condition. Boxed with instructions for **Lylat Wars**, **South Park** or **All Star Baseball 2000** or will sell for £25. **Samuel McConrey, 50 Glenough, Ballynahinch, Co. Down, N. Ireland, BT24 8TG.**

★ I will swap my **Zelda** for your **Banjo-Kazooie** or **ISS '98** or I will sell it for £25. Call **Tom Firth** after 4pm on 01422 201258.

★ Game Boy sequels must go: **Mega Man 2** £4.50, **Popeye 2** £4.25 and **Probotector 2** £6.25 or all 3 for £12.50 (£2.50 off) call **Martin** on 0141 7709183.

Swap of the Month

★ I'll swap **GoldenEye** or **1080°** for either **Mission: Impossible** or **Star Wars Rogue Squadron**. Phone after 3pm: (0161) 335 0885. Ask for Ray. Must live local (Manchester).

★ I'll swap **SCARS** and a black controller for **Zelda**. Both got boxes. **Christopher Belsey, Kent, 0958 766487.**

★ I'll swap my **Lylat Wars** for **Vigilante 8** or any decent game. Has to be boxed with instructions (mine is). Ask for **Chris**, 01584 819496.

★ Swap **Zelda** or **GoldenEye** for **WWF Warzone** or sell **GoldenEye** for £30. And **Zelda** for £40. Please telephone 01953 452857 after 4pm. **Oliver Satterley.**

★ I will give you my **Mario 64** or **Wave Race** or **Extreme G** plus cheatbook for any decent offer. Phone 0114 2304729 and ask for **Joseph.**

★ I will swap **F1 World Grand Prix** for **WCW Vs. NWO World tour** or **NBA Jam '99**. **James Hodson, Leicester, 0116 2392679 after 4pm please.**

★ I will swap my **Glover, Mission: Impossible, World Cup 98** (boxed with instructions) for your **Zelda, Mario Kart** or other decent game. Phone **Liam** on 01703 344966 (Southampton). Will sell!

★ Hello! My **ASB 99** for **FIFA 99** or **Beetle Racing** or **Duke Nukem: Zero Hour**. Please! Boxed and my **Primal Rage** for **Beavis and Butthead** on **Gameboy**. **Keith Wong, Co. Kildare, Eire, 01 6290510.**

★ I would like to swap **GoldenEye** for **WWF Warzone** or **Action Replay** card. PS: it has all cheats and levels. Phone me on 01206 512414. **Michael Allport, Colchester, 01206 512414.**

★ I'll swap my **Turok 2** with **Guide** or **F-Zero X** for **V. Pool, Rogue Squadron, F1 World Grand Prix** or **Vigilante 8**. **Bryn Jones, Anglesey, 01407 760358.**

★ I'll swap **Lylat Wars** (with **Rumble Pak**), **GoldenEye**, **SOTE**, **ISS 64** or **Mario Kart 64** for **ISS 98, F-Zero X, South Park** or **Rogue Squadron**. First come, first serve. **Matthew Whelan, Prestwich, 0161 798 9301.**

★ I'll swap **Bio Freaks** for **F1 Pole Position** or **Super Mario** (please I'm desperate).

Wanted

The most sought after games



1 Star Wars Racer

Cancelled on the PlayStation for 'technical reasons' (snigger!)

2 South Park

Kick ass!

3 Rogue Squadron

Red 5 going in!

4 Mario Party

Dice tossing Mario action!

5 Vigilante 8

Car Wars!

★ Hi guys! Tell ya wot, I'll give ya my **Wave Race** fer yer **All Star Tennis**. If not I'll take yer **Star Wars Racer** off yer hands (live in Somerset). **Chris Long, Draycott, 01934 743599.**

★ I will sell **Turok** no box for £10, or swap it for **Blast Corps**. Phone after 6pm. Only selling so can buy **Blast Corps**. **Guy Evans, 107 Priory Street, Carmarthen, Wales, SA31 1NB, 07977 117719.**

★ I'll swap **South Park** for **Mario** and **Body Harvest** or **Smash Brothers** or sell for £30 or **Glover** for any decent game. **Luke Carr, Retford, 01777 703825.**

★ Yo Gamers! I will swap **1080 Snowboarding** for **MK4, Mario Party** or **Action Replay** card or expansion pak. Cheers! Give us a ring NOW! **Tom Parday, Cirencester, 01285 750267.**

★ I will swap **WCW Revenge** and **World Tour** for your **Zelda**. **Revenge** is boxed with instructions. If interested please phone and ask for **Robert** on 0181 469 3899 (London). Thanks!

★ I'll swap **Mortal Kombat 4** for **South Park** or **Glover**. Ring me on (01724) 734446 and ask for **Lewis Freeman.**

★ I will swap **Zelda** or **Warzone** for **Star Wars Racer**

Not Wanted

What people are getting shot of



1 V-Rally '99

God Dammit if I hit another wall I'm getting rid of this...Smack!

2 GoldenEye

How could you live without it?

3 Zelda

You'll regret letting go of it!

4 Turok 2

Shoot the dinosaur!

5 F1 WGP

They're after the sequel!



HOP

Nick Rodgers, Folkstone,
07979 430214.

★ I am selling or swapping GoldenEye 007 for £23.00 or for Yoshi's Story, Zelda 64. Also selling Sega MegaDrive 2 for £25 with 6 game cart and 1 joypad. James Cooper, Rickmarsworth, 01924 776233.

★ I will swap F1 WGP for Star Wars Episode One or Premier Manager. It has a good box and manual and is in pristine condition so yours must be too. Ok? James Greenwood, Farnham Common, 01753 644833, Greenw@hotmail.com

★ I will swap Turok 1 with cheats for your Killer Instinct Gold or Pilotwings or sell for £25. Okay, ring Carmen on 0181 4283781.

★ I'll sell ISS '98 for £15! Excellent condition with both the box and the booklet. I might consider a swap. Cheers! Mark Hallstone, Solihull, 0121 705 9401.

★ Will swap Zelda or Yoshi's Story for Smash Bros. Or sell Yoshi Story for £15 ono. Please, I'm desperate. Call 5:30 pm to 8:00 pm Sat and

Blag of the Month

★ I will Swap FIFA 64 for ISS '98 (nice try - Mark) or sell for £15. Call David Johnson on 01542 60343.

Sun and as for Thomas, 0181 866 2760.

★ I will swap F1 WGP and M:I for Diddy Knog Racing and Rogue Squadron or one for one. No other games accepted. Will also sell for £30 each. Richard Hilton, Wimbledon, 0181 947 6410.



SHOUTOUT

You can use this section to send messages to yer mates or just holler out any gibberish that springs to mind

Hi! Dave here. I'm lookin' for a girl or boy pen-pal. Must like N64 WWF and must hate GreyStations. Any age from 12-14. David Hascam, 72 Ramwells Brow, Bromley Cross, Bolton, BL7 9LQ.

Hardcore Nintendo fanzine packed to the brim with quality news, previews, scores, tips, features and more. If you want to experience 'Tina' send £1.50 and an A4 SAE or £2. Davy James, 16 Troed-Rhiw, Brookland Road, Llandrindod Wells, Powys, 2D1 6ER.

Hi! My name is Phillip and I am looking for a pen-pal aged 15 or 16. Possibly female who is into sport. Photo if possible. Phillip Sitshebo, 1 Huddleston Way, Selly Oak, Birmingham, B29 5AJ.

Question! Whye is Vigilante 8 so good? Answer - Wolves arr the best! I've mett Stonne Coldd! Heal yeah! Bye from the Shave! By the way I can spell! (not from where I'm sitting you can't - Mark)

Nintendo! You've let everyone down by not releasing a cricket game! You should be ashamed! Baz Jaxson, Teeside.

Missing you William Lee who is now living in Billericay, Essex. From all in Australia. Especially your Dad. Keep reading the Pro. Brenton Lee, 20 Francis Road, Brahma Lodge, South Australia, 5109.

Hi! My name is Eddie and I am looking for a pen-pal around 10 years old eos I'm 10. I love my N64, I play tennis and football. Eddie Finch, 5 Regalfield Road, Guildford, Surrey, GU2 6YG.

Ladies and Gentlemen of the class of '99: Hate PlayStations. Maybe I'll kick you at GoldenEye, maybe I'll whip ya at WipEout. But trust me on the PlayStations: Anon!

My name's Gareth and I'm looking for a female pen-pal aged between 16-19. So get writing please! I like N64 and listening to all types of music. Ciao! Gareth Ludowich, Flat 1 Cornerways, Station Rd, Bramley, Guildford, Surrey, GU5 0AY.

Hi! Does anyone have cheats for GoldenEye. I will pay up to £2. Also I am looking for a pen-pal age 10-12. Please! Nicky Copeland, 9 Broadhurst, Farnborough, Hants, GU14 9XA.

Got a fanzine? Send us a copy with the form to go in Shout Out

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YOU'RE Real letters from



That time again? So soon? No problem, there's no finer way to while away a couple of hours than ploughing through a teetering pile of your letters! Especially when one of them asks for the picture just to the right of these words. Distracting isn't it? It's just taken me about an hour to write this bit!

30 silver pieces

May I offer my heartiest adulation for so skilfully giving the pair of Idlots who wrote Issue 24's letter of the month the contempt they deserved. It's certainly saved me the bother. I was minded to do the self same thing by the time I was but half way through reading their pigeon english drivel.

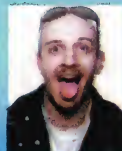
I do empathise with the editorial staff at the magazine at having to put up with such imbecilic post. However I can't help thinking that you've brought it upon yourselves: N64 Pro seems to be regressing.

I lament the loss of the magazine's distinctive feel. Hark back to the first few issues: recall letter upon letter where readers almost tearful with joy heartily thanked you; at last a Nintendo magazine aimed at an adult audience. How refreshing! Now however you've succumbed to greed. You've sold out. Become mainstream, cramming ever more posters in the centre fold. I fear that if this trend continues the posters will split N64 Pro in twain and I will be seeing Mothercare adverts in the inside back cover and baby-safe Mario mobiles as free gifts on the front.

I'm afraid N64 Pro that you've strayed from your niche. You no longer stand out from the crowd. It is a sad day indeed, for you are certainly an incredibly talented group

of writers. Now I KNOW you've sold out. You really have bowed to the "almighty" dollar. Not only is the mag now filled with adverts (remember the days when you didn't even have an ad on the back cover?), but what do I see on page 11? A Dreamcast advert!! Come on guys, somebody is taking the mick. Don't be doormats; you deserve better than this! Do you really not care where the money comes from? Aren't you bothered if the mag is bought by kids, who wouldn't notice if the articles were written by mindless morons? Or would you prefer to have a readership who appreciate your creative talent? But I bet it's not your choice is it? Who put you up to it then, was it IDG? The shareholders perhaps? All I can say is, I hope they offered you a good sweetener!

It's not too late. You can turn back from the dark slide. I can feel the good inside you. Trust your feelings. Down with the emper. Long live the rebellion!
Robert Finking



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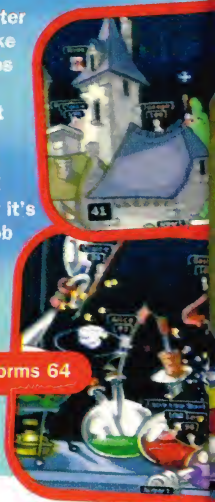
Blimey Robert, talk about a poisoned

“you've succumbed to greed. Sold out. I hope they offered you a good sweetener!”

chalice there mate! Your letter started off so well too! I take your point about the changes in N64 Pro, I really do, but there's no escaping the fact that we sell loads more magazines now than we did when we were aiming older! It's not a matter of whether it's our choice or not, it's our job to bring out a top selling magazine every four weeks, it's as simple as that! I dunno where you get that we're cramming more posters in from either! There's been exactly the same number of poster pages since we relaunched,



Worms 64



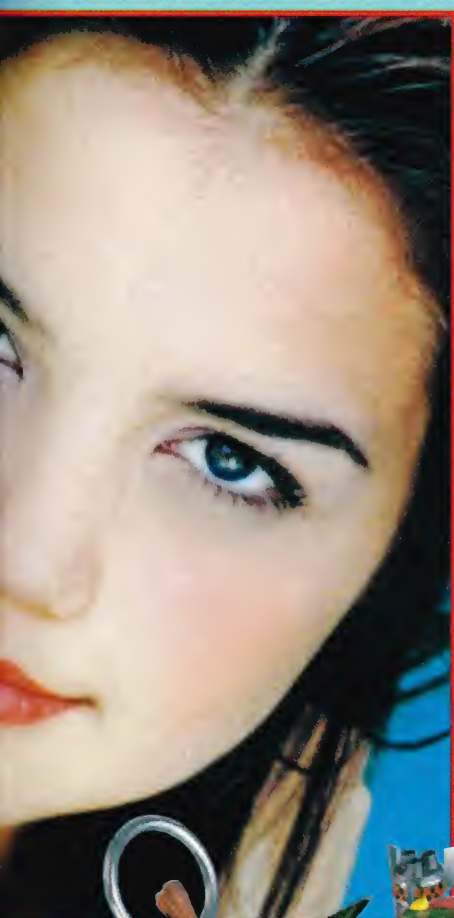
Are you sure these snooker balls'll fit in those tiny pockets?

Snigger. It's a Dreamcast. Guffaw. Oh Sega, you poor, deluded fools you...

CKON?

m real game

Woah! Why was she never a guest star on Charlie Brown?



LETTER of

Tell it as it is!

This letter is mainly about those Clueless RETARDS Dave and Garth who wrote in last month so please print this as they really deserve a public shaming session. To/about D&G :

Hello FREAKS, my name is Mike Walsh and I'm a really annoyed N64 Pro reader who has noticed a LOT of major flaws in your letter so I'll deal with them one by one.

1. Steve McNally an ar*ehole? Nah, thats you (your letter is total C**P and it took 2 of you!)
2. The N64 is a bit faster? Not a bit, it's two times as fast you moron!
3. Faster Isn't Better? Yes it is!
4. "I can count the number of good games on the N64 on one hand". I can count 1080 Snowboarding, Goldeneye, Turok 2, Mario Kart (the multiplayer is good), Zelda, Body Harvest, Rogue Squadron, Extreme G, Silicon Valley, WWF Warzone, Forsaken, Banjo-Kazooie and Lylat Wars! Those are only the ones I've played and there are loads of other good games out soon and that

THE PRO CREW

theMONTH

I haven't played (Turok 3, Perfect Dark, Worms Armageddon 64, Carnagedd 64, Armouries, C&C64, Vigilante 8, Rainbow 6 64, Army Men 64, Starcraft 64, Ogrebattle 3 64 and Last Legion UX), now that's 26 - how many fingers did you say you had?

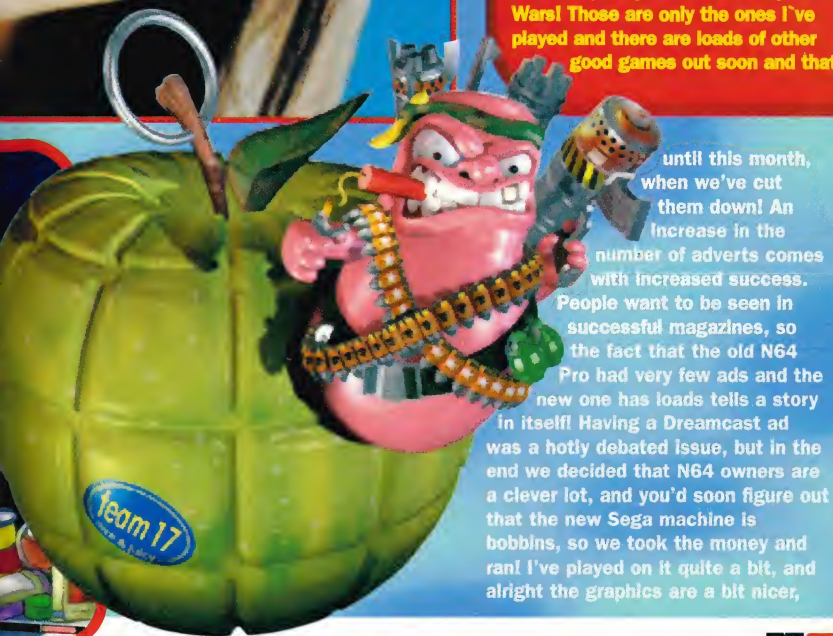
5. "The PS 2 will kick the N64's ass" - yes, being twice as powerful. but the cost wont be very nice and if I'm right - that's the second generation PSX and if I am, what about the N2000/Dolphin (the 2nd generation N64) which has all the same capabilities as the PSX 2 and has a better processor and a better Controller and yes, I know that will be expensive - but I'm just making a valid point (unlike you)

6. "Even Sega have a better console than you". Yes, it's 2 times as powerful. and the N200/Dolphin is more powerful still and the Controller for the Dreamcast is really c**p and you can hardly hold it.

7. Your grammar - is c**p.

8. "The PSX is the master"? You are highly delusive! One last thing, pictures of Buffy are cool, but how about one of the ultimate babe? Who's that? Joey (Katie Holmes) from Dawson's Creek of course! Mike Walsh, Isle of Man

N64 PRO: Don't actually think 'delusive' is a word Mike mate, but we'll let it pass cos you talk a lot of sense otherwise (especially on the me not being as ar*ehole score!). And yeah, the Dreamcast controller is rubbish! What were they thinking eh? Just wait and see what Nintendo have got up their sleeves for their next generation console! It's gonna blow everyone's mind! Even Sony's! Hope you like the photo of Katie, we're all big 'Creekers' here too, so it was a real pleasure!



until this month, when we've cut them down! An Increase in the number of adverts comes with increased success. People want to be seen in successful magazines, so the fact that the old N64 Pro had very few ads and the new one has loads tells a story in itself! Having a Dreamcast ad was a hotly debated issue, but in the end we decided that N64 owners are a clever lot, and you'd soon figure out that the new Sega machine is bobbins, so we took the money and ran! I've played on it quite a bit, and alright the graphics are a bit nicer,

but anyone who lays out a couple of hundred quid for one wants their bounce feeling if you ask me!

How's Cher?

I would just like to say to Dave and "we can't spell for: toffee cause we spend all our time on a graystation playing s**t games and wasting N64 Pro's time" Garf are talking complete B*LLLOCKS. Oh yeah, keep printing pictures of buffy! Sonny, London

N64 PRO: You're Buffy barmy you lot y'know! Good points though.



It's a nightmare buying trainers with my feet y'know!

You RECKON?



“the new hardware will bring with it all manner of crazy controllers!”

► Lazy Days

Apart from saying that i love your mag I'd like to say that most of the companies (Midway, GT Interactive, Nintendo etc.) aren't making good use of the Nintendo 64's capabilities. Most of them are getting lazy and start making games like Clayfighter and Cruis'n USA, what is this crap doing on the best console in the world???? Anyway, it's good to see companies like Rare, Konami,

Acclaim and Nintendo are still making game stop-notch. On F-Zero X can you bash other cars in to the walls and get them out of the race?
Nickolas N. Nuotio

N64PRO: Woah there Nicky boy. Nintendo aren't making good use of the N64's capabilities? We'll have to agree to disagree there matey! We've lost count of the masses of classic games that have emerged from their very own development labs, and it's certainly more than anyone else! You must be mad. And yes, you can bash other cars out of the race in F Zero X

Gun Crazy!

I've bought about six of your mags. I love reading your letters section and your competitions (haven't won one yet!). I've

decided not to crap on for hours about how good your mag is (but it's still the best!) and try to suck up. I haven't written to you yet, I took 20 minutes out of playing Zelda to write this! I've come up with an idea that Nintendo make a kind of gun for N64 that you shoot at the screen, cos arcade games like that are wicked (especially Virtua Cop!). I've spent about 50 quid on the arcade and also finished Zelda thanks to your fantastic guide! So I'd better shut up now and look for those extra heart pieces and skulltulas. By the way, i love the mirror shield in Zelda! Keep up the great cheats cos Ganon's bloody hard! And keep the great reviews up! Bradley Tonkin, Bordertown South Australia



N64PRO: A light gun of sorts would be cool, but we can't see it happening to be honest. Wait for the new machine for that kind of nonsense. I've got a sneaky feeling that the next generation hardware will bring with it all manner of crazy controllers, some of them game specific! Should be interesting times, no doubt about that!

Elephant Man

I am going to start off by saying why the hell on Issue 23's front cover did you slap Kevin Keegan's ugly mug on it? He looks as if he's taken an overdose of ugly pills!

Secondly, Zelda. I think they could have done better. I'm not saying it's rubbish, but they could have done more with it! And I think

How anyone can doubt Kev's handsomeness is well beyond us!



LucasArts should make a Star Wars game to beat it! They have made two good games already. Shadows of the Empire was crap, but I think they should do a game based on the new movie! I know they made Episode 1 Racer but that could have been better as well! I mean, it's LucasArts, one of the big names, so they should be coming up with God damn stunning games! They'd better get their act together if they are going to compete with Donkey Kong and Perfect Dark!
Dean Bell, Manchester



N64PRO: You don't like much do you

Dean? We put Kev's mug on the cover because Premier Manager 64 is one of the most eagerly awaited games of the Summer and we managed to secure the exclusive review just for you! Good enough? Zelda could've been better? Of course it could. We've never played a game that couldn't be bettered! That's the nature of gaming. Nowt we can do about that! All we'll say on the Episode 1 issue is that we've played LucasArts Phantom Menace PlayStation and PC




Right, it's your turn to carry me now kid!

Pokemon Gap!

Charlie's Blast Territory but they called it Charlie Blast's Territory! Weird! Well, that's all from us, keep on truckin' dudes!

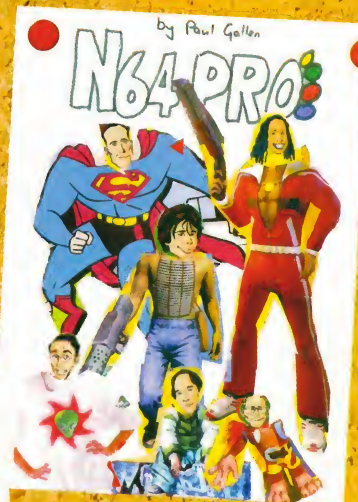
Baz and Bri,
Cork,
Ireland



“the cheat books and posters are the coolest thing since ice!”



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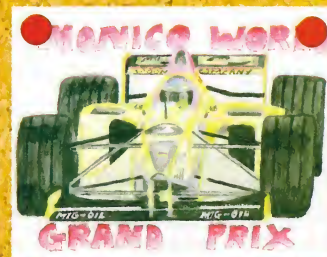
Paul Gallen



Andrew Hines-Lind



Tim Merrill



Martin D. Reid

Keep 'em coming!
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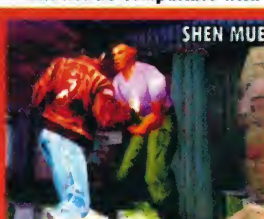
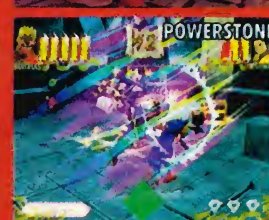
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WHAT'S THE SCORE

TOP STUFF!

If you see this happy little fella at the end of a review then you'll know that we absolutely love it. If you had any doubts about whether to buy the game or not then this chucks 'em right out the window!



NOT BOTHERED!

Hmm. We're not too sure we like a game that gets this character. Read carefully, maybe it only appeals to certain gamers, or maybe we've seen it too many times before! Think long and hard before buying one of these!



WELL ROPEY!

No! No! No! Bobbins. Not good enough. Poor. Dirt. Rubbish. Atrocious. Bollo... Well, you get the picture! See this unhappy chappy at the arse end of a review and you'll know to leave your cash in the much friendlier home of your wallet/back pocket!



Duke Nukem

PREVIEW

LONG before Duke Nukem hit the N64 as a 3D GoldenEye style shooter, he starred in a 2D platformer. That makes this a perfect choice for GameBoy conversion. Promising more action than your average jumper, Duke Nukem looks amazing!

**Out: November
Published by:
GT Interactive**



Micro Machines: Twin Turbo

PREVIEW



RACING games don't come smaller than this. Drive miniature racers around toy tracks on your small screen GameBoy. Micro Machines has oozed quality in the past and this version combines the previous two GameBoy games into one mighty, colour enhanced marvel. Over 40 tracks and 15 different vehicles will be included as well. This is one of the

**Out: October
Published by:
THQ**

most eagerly awaited GameBoy games amongst the N64 Pro team!

WWF Wrestlemania 2000

PREVIEW

**Out: November
Published by:
THQ**



ALL YOU grapple fans will be pleased to learn that another beefcake battler is heading to the GameBoy Color. Promising fantastic visuals and a wide array of moves this looks like it could have all the other wrestlers in a headlock in no time. Sponsored by the WWF it will include all your favourite nutcase wrestlers from the number one wrestling organisation.

Tiger Woods PGA 2000

PREVIEW

IF MARIO Golf isn't realistic enough for you, take a look at Tiger Woods. It aspires to be the most accurate portable golfing game ever made with a fully recreated 17 hole Sawgrass golf course, six golfing experts and even different sets of clubs (ranging from stiff to flexible). If you're a golfing goon then keep your eyes open for our full review, where we'll find out if it's a hard hitting wood or just a lame putter!



**Out: November
Published by:
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REVIEW

R-Type DX

Oh my God! It's R-Type in colour! Surely games don't get better than this? For those who don't know R-Type, it's the greatest 2D scrolling shooter ever made! Fly along blasting anything that moves (and if it doesn't move, shoot it just to make sure). Power-ups attach to the front of your ship to protect you or can be shot off to attack enemies whilst you sit at a (relatively) safe



distance. This cart contains both R-Type one and two with both the original black and white and new colour modes (and the DX mode which is both games combined into one).

Out Now £24.99
Published by: Nintendo

Verdict... R-Type DX is brought to life in visual splendour and has everything that made the original arcade machine a classic. Every time you play (which will be often) you'll get just a bit further. The R-Type DX box should carry a warning that reads: danger, this game is powerfully addictive! This is well worth getting!



Pokemon Flies

Pokemon has officially become the fastest selling GameBoy title of all time in the United States. Nintendo proudly made the announcement after the Tamogatchi-style RPG sold over a quarter of a million copies in just 20 days. That works out at (hang on while I search for a calculator... got it) an astonishing ten lucky people getting a new Pokemon game every minute of day and night. It's going to hit the UK in October so hang on for your copy. In the meantime, we've played an import version and can proudly announce that it's the best thing since Zelda.

REVIEW

Conker's Pocket Tales

CONKER the squirrel makes his long awaited debut on the GameBoy Color with a promising RPG. Coming from Rare (the geniuses behind classics such as Donkey Kong Land) we understandably had high expectations. Only to have them smashed by this Zelda-wannabe! You bounce around picking up health, weapons and oddly



enough - presents as you stroll through six worlds trying to save your friend Berri. Along the way you'll attack enemies with your slingshot, get killed frequently (become increasingly annoyed by the wait between dying and restarting) and play loads of sub-games. Sounds good... shame that it isn't! Too easy and way too dull!



Out Now £24.99
Published by: Nintendo

Verdict... A surprising new entry that failed to live up to Rare's usual high standards. As an RPG Conker falls flat on his bushy-arse with his unappealing personality, uninspiring storyline and pathetically easy puzzles. The visuals are fantastic but the gameplay has gone into hibernation!



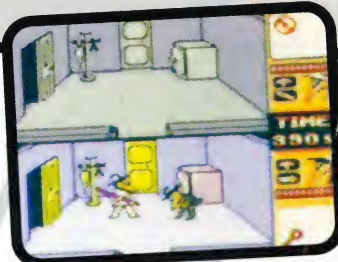
REVIEW

Spy Vs. Spy

Two spies run around searching for four items and a briefcase. Get all the items and you can escape and win the game. The real fun though is



setting traps for the other spy such as bombs in cupboards, spring loaded drawers and electric water on the top of



doors. When the other spy gets fried you can nick all his items and make a run for it. The split screen mode lets you see what the other guy is up to, making for a frantic game of setting and avoiding traps!

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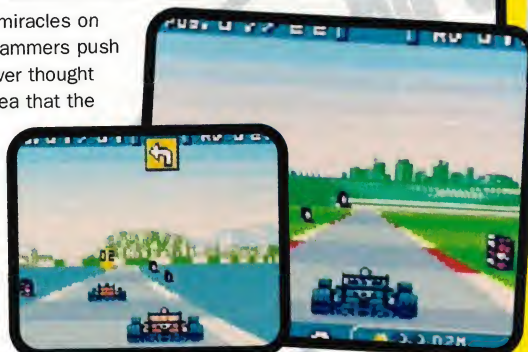
Verdict... Even after all these years this is still one of the best games ever! It's fast paced and full of madcap action where you're constantly blowing each other up. The computer puts up a good fight but for a real treat get two copies and a link up cable. It's occasionally infuriating, but always a laugh!



REVIEW

F1 World Grand Prix

We've witnessed some small miracles on the GameBoy Color as programmers push the little blighter further than we ever thought possible. 3D racers are the one area that the GameBoy Color is being pushed to the max and F1 World Grand Prix is at the top of the pile. With all the official tracks, cars and a fantastic amount of options it has everything an F1 freak demands. It captures perfectly the fast and intense nature of Formula One racing. Well worth getting!



Out Now £24.99
Published by: Nintendo

Verdict... Boy this is fast. It's so intense that you just... can't... look... away... Arrgh, my eyes are hurting! Just one more game... It may not look as good as an arcade machine, but when it comes to playability this is as good a racer as you'll find anywhere. Painfully addictive!



See more GameBoy games in Nintendo Park! See page 96!



Parky's Top 5

Zelda



1

Hunt down a copy of this fine game and you'll never go out again

ISS '98



2

Best football game I've ever seen. Well worth getting

GoldenEye



3

An amazing shooter! A beauty to look at and seems to go on forever.

Banjo-Kazooie



4

A wonderful specimen of a jumper with brains as well as beauty

World Driver



5

The best GT racer ever. Realistic and challenging. It's a beauty!

SHOOTING

96% GoldenEye 007



RARE/NINTENDO

The best shooter ever! Innovative with smart enemies and a top plot. The multiplayer game rocks.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak ✓ ● Rumble pak X
● Reviewed in Issue 1, Dec '97

94% Turok 2: Seeds of Evil



ACCLAIM

Massive 3D game filled with violent dinos. Top weapons, great animation and plenty of blood spillage.

● Players: 1-4 ● Price £39.99
● 4 Meg Pak ✓ ● Rumble pak ✓
● Reviewed in Issue 16, Jan '99

93% Body Harvest

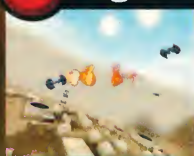


GREMLIN

Go bug-eyed monster hunting. Talk to terrified people, nick their cars and save the Earth - neat!

● Players: 1 ● Price £29.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 15, Xmas '98

92% Rogue Squadron



NINTENDO

The force is strong with this one! Fly in low, smash up AT-ATs and shoot down Tie Fighters.

● Players: 1 ● Price £44.99
● 4 Meg Pak ✓ ● Rumble pak ✓
● Reviewed in Issue 17, Feb '99

92% Vigilante 8



ACTIVISION

Hi-octane mix of cars and guns. Drive around, grab weapons and trash everything. Ace multiplayer!

● Players: 1-4 ● Price £39.99
● 4 Meg Pak ✓ ● Rumble pak ✓
● Reviewed in Issue 20, Easter '99

92% Duke Nukem: Zero Hour



GT INTERACTIVE

Outrageous violence with black humour! Stylish visuals, deep gameplay and big boomsticks!

● Players: 1-4 ● Price £39.99
● 4 Meg Pak ✓ ● Rumble pak ✓
● Reviewed in Issue 22, June '99

92% South Park 64



ACCLAIM

Turok 2 with turkeys, guns and sampled swearing. Lame on your own but multiplayer is sweet!

● Players: 1-4 ● Price £49.99
● 4 Meg Pak ✓ ● Rumble pak ✓
● Reviewed in Issue 17, Feb '99

91% Lylat Wars



NINTENDO

Trigger happy action that looks like a movie. Loads of levels, awesome visuals and great gameplay.

● Players: 1-4 ● Price £29.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 2, Xmas '97

90% Forsaken



ACCLAIM

360 degree shooting action. Big twisting levels, intelligent opponents and a stylish look.

● Players: 1-4 ● Price £9.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 9, July '98



85% Quake 64

GT INTERACTIVE

Fast paced sequel to Doom. Big guns, bigger enemies and a dark atmosphere. Dumb but fun!

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 7, May '98

83% Turok: Dinosaur Hunter

ACCLAIM

Go hunting in Jurassic Park. Smart dino and big guns but too many platforms and instant deaths!

● Players: 1 ● Price £29.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 1, Dec '97

83% Quake II

ACTIVISION

A second helping of slaughter! Simplistic but fast, great looking and a joy to play.

NEW ENTRY

● Players: 1-4
● Price £40.00
● 4 Meg Pak X
● Rumble pak ✓
● Reviewed in Issue 24, August '99

65% Robotron 64

GRAVE ENTERTAINMENT

A classic 80's shooter returns but we don't care 'cos we've got GoldenEye and Turok 2 to play.

● Players: 1 ● Price £54.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 7, May '98

71% Doom 64

GT INTERACTIVE

The mighty Doom has failed the test of time! Slow with blocky visuals and non-existent animation.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 3, Jan '98

59% Shadows of the Empire

NINTENDO

The dark side of the force! Boring doom-clone levels and unplayable speeder bike racing.

● Players: 1 ● Price £29.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 1, Dec '97

70% Buck Bumble

UBISOFT

A cyber-bumble bee with a sting. The good ideas and smart design are lost in the foggy levels.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 13, Nov '98

58% Aerofighters Assault

NINTENDO

More like Top Gun than Top Gun. Ugly, slow and too easy to finish. Get Pilotwings instead.

● Players: 1 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 4, Feb '98

80% Duke Nukem

GT INTERACTIVE

Doom with a sense of humour! Manic action, top levels and comical enemies. Looks old though!

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 3, Jan '98

66% Hexen

GT INTERACTIVE

Doom's weaker brother with a medieval atmosphere. Dull with jerky graphics and terrible sound.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 3, Jan '98

52% Knife Edge

KEMCO

Aim the gun on a 'copter. Move a sight, pull the trigger and wish you'd bought something else.

● Players: 1 ● Price £39.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 17, Feb '99

Rumble Paks

The best add-on ever invented! It makes your joypad shake, rattle and roll! Vital for getting those secrets on Zelda

1

LX4 TREMOR WITH 1MB MEMORY

Best pak ever! Rumbles like a wrestler, doesn't need batteries and saves games!

★★★★★ £17.99



2

LX4 TREMOR

Rumbles like the Nintendo pak. Small, light and strong. Excellent rumbler!

★★★★★ £12.99



3

NINTENDO PAK

Original rumbler! Shakes your pad out of your hand but needs batteries.

★★★★★ £14.99



4

SPORT PAK

Funky rumbler that looks like a football! Bargain price with memory included!

★★★★★ £14.99



5

VIBATRON PAK

Bargain buzzer with a two speed setting. Not as good as the official but good anyway

★★★ £9.99



6

VIBRA PAK 256K

Good rumbler with a cool blue case and memory on board. Doesn't need any batteries either!

★★★★★ £9.99



RACING

95% World Driver C.

NINTENDO

Best GT racing game ever! Incredible looks, challenging game and fully realistic. Ace!



NEW ENTRY

Players: 1-4
Price £39.99
4 Meg Pak X
Rumble pak ✓
Reviewed in Issue 24, August '99

94% F1 World Grand Prix

NINTENDO

Realistic F1 racing game. Looks like the telly, drives like the real thing and recreates the 1997 season.



Players: 1-2 Price £29.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 13, Nov '98

93% 1080 Snowboarding

NINTENDO

Flawless reproduction of the rad sport! Stunning animation, great controls and massively addictive.



Players: 1-2 Price £39.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 4, Feb '98

93% Episode Racer

LUCASARTS/NINTENDO

Blindingly fast racer! Jedi-like depth, Jabba sized tracks and you'll need the force to finish it!



Players: 1-2 Price £49.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 22, June '99

93% Beetle Adventure

ELECTRONIC ARTS

Herbie goes ballistic! Huge tracks, fine handling and loads of secrets. Best arcade car racing game.



Players: 1-4 Price £44.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 20, Easter '97

92% WipeOut

MIDWAY

Classic futuristic racer! Fine graphics, fast as hell and an excellent four player mode!



Players: 1-4 Price £44.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 16, Jan '99

91% Wave Race

NINTENDO

Vastly underrated jet-ski racing game! Fantastic water effects, incredible controls and great value.



Players: 1-2 Price £29.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 1, Dec '97

91% Diddy Kong Racing

RARE

Takes Mario Kart and improves it. Great graphics, cute characters and a top adventure mode.



Players: 1-4 Price £39.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 3, Jan '97

91% Mario Kart 64

RARE/NINTENDO

Mazza goes Karting! Excellent when your mates are round but the N64 characters cheat like crazy!



Players: 1-4 Price £29.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 1, Dec '97

91% Top Gear Overdrive

KEMCO

Fast arcade racer! Great looking cars, top tracks and challenging gameplay. Top hi-res mode too!



Players: 1-4 Price £44.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 17, Feb '99

90% F-Zero X

NINTENDO

Remake of the old SNES classic. It may look bland but it's fast, competitive and fiercely addictive.



Players: 1-4 Price £39.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 12, Easter '99

90% Micro Machines 64

CODEMASTERS

Race toy cars around the house. Novel gameplay, loads of tracks and great for multiplayer laughs.



Players: 1-8 Price £39.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 18, March '99

90% V-Rally Edition '99

INFOGRAMES

Tricky rally racing. Crisp visuals, lots of pop-up, 48 tracks but incredibly awkward to control.



Players: 1-4 Price £39.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 15, Xmas '98

88% Extreme G XG2

ACCLAIM

Slow but nice looking futuristic racer. Worth owning in a third-best-but-still-quite-good kinda way!



Players: 1-4 Price £49.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 18, Jan '99

85% S.C.A.R.S

UBISOFT

Race animal/ car hybrids! Fun to play and gorgeous to look at but lacks the greatness of Mario Kart.



Players: 1-4 Price £44.99
4 Meg Pak X Rumble pak ✓
Reviewed in Issue 16, Jan '97

84% Racing Simulation: MGP



UBISOFT

Fast F1 racing that has all the tracks but lacks an official license. True F1 freaks will prefer F1 WGP.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 20, Easter '98

80% Rush 2: Extreme Racing



GT INTERACTIVE

Over-the-top racing game! Gaudy visuals, laughable sound, cool gameplay. Simple but lots of fun.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 17, March '98

84% Snowboard Kids



ATLUS

Mario Kart-style snowboarding. Race down slopes, jump on ski lifts, use power-ups. Just too slow.

● Players: 1-4 ● Price £29.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 7, May '98

78% San Francisco Rush



GT INTERACTIVE

Bomb around the Frisco bay! Painfully bright colours, insane jumps and fun gameplay. Stupid fun!

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 3, Jan '98

83% Top Gear Rally



KENCO

Good rally racer! Challenging tracks, excellent car dynamics but bland visuals and slow at first!

● Players: 1-4 ● Price £39.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 3, Jan '98

75% GT 64



OCEAN

Poor car racing. Jerky, slow and horrible controls. Entertaining for a short while but generally bad.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 11, Sep '98

83% Extreme G



ACCLAIM

Futuristic bike racing. Looks amazing, breathtaking speed but too hard to control. Has been overtaken!

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 1, Dec '97

73% Snowboard Kids 2



ATLUS

Pretty much the same as the original with better graphics and a story mode. Needs to run faster!

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 21, Easter '99

73% Penny Racers



THQ

A Santa's sledgeloading of original ideas but fails to deliver the presents! Slow, pug-ugly and dull.

● Players: 1-4 ● Price £39.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 18, March '99

72% MRC



OCEAN

First car racing game on the N64! Only three tracks, slow and uninteresting. Get a newer game.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 1, Dec '97



Steering Wheels

For the ultimate racing experience you'll want to get behind a wheel on the N64!



1 TOP GEAR LOGIC
Best wheel you can buy! Leather look, brilliant handling and fully programmable. Acel

Pedals ✓
Rumbles X
☆☆☆☆ £69.99



2 ULTRA RACER
Top alternative to a wheel. Looks neat and works an absolute treat!

Pedals X
Rumbles X
☆☆☆☆ £29.99



3 ASCII WHEEL
The small wheel that works big! Fast response and fits anywhere. A bit pricey!

Pedals X
Rumbles X
☆☆☆☆ £49.99



4 OFFICIAL JORDAN GRAND PRIX RACING WHEEL
Fantastic F1 replica. Looks top and has the best gearstick! Get this and F1 WGP!

Pedals ✓
Rumbles ✓
☆☆☆☆ £59.99



5 G64 STEERING WHEEL WITH RUMBLE EFFECT
Up there with the best! Smooth handling, well laid out and a top rumbler!

Pedals ✓
Rumbles ✓
☆☆☆☆ £69.99



6 RACE 32/64 COMPACT
Doesn't fair well! Clamps to the table, awkward positioning, feels cheap and nasty.

Pedals X
Rumbles X
☆☆ £49.99



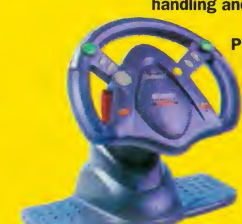
7 V3FX RACING WHEEL
Top wheel! Well laid out, handles brilliantly and easily programmable. Good buy

Pedals ✓
Rumbles ✓
☆☆☆☆ £59.99



8 MAD CATZ ANALOG RACING WHEEL
Smoothest action of all! Compact design, bargain price but let down by gearstick.

Pedals ✓
Rumbles ✓
☆☆☆☆ £49.99



9 RACE 32/64 SHOCK 2
Much better wheel than the compact. Chunky feel, smooth handling and well made.

Pedals ✓
Rumbles ✓
☆☆☆☆ £59.99



10 AIR RACER STEERING WHEEL
Hold it in mid-air and it'll work out which way you're steering. Sounds glimmicky but works a lot better than you'd think!

Pedals X
Rumbles X
☆☆☆☆ £29.99

Joypads

The link between you and your N64 is the most important peripheral, and you'll need those extra pads to play games with your mates too



OFFICIAL NINTENDO PAD

Best pad by miles. Precise, reliable and a joy to use. Best buy!
£19.99
★★★★★



MANTARAY

Only pad to come close to the official one. Chunky, comfy and funky!
£14.99
★★★★★



SHARKPAD PRO 64

Stylish pad! Clear plastic, inventive design and it works well too!
£14.99
★★★★★



G64 CONTROLLER

See-through version the of Gamester Controller with autofire and slow motion.
£19.99
★★★★★



NS64

Looks official but doesn't come close! Chunky look, autofire and three prongs.
£19.99
★★★



MIRAGE

Funky look but a comfy feel! Bit too chunky but the buttons are good!
£17.99
★★★★★



MAKOPAD 64

Oddest pad on the market! Looks ugly, feels uncomfortable and works badly.
£19.99
★★

72% Automobili Lamborghini

TITUS

Feels more like a Robin Reliant than a Lamborghini! Dull visuals, dreary gameplay and awkward controls.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 4, Feb '98

20% California Speed

MIDWAY

The worst racing game ever. So easy you could finish it with your eyes shut (seriously) Avoid!

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 21, May '99

64% F1 Pole Position

UBISOFT

Wasn't any good when it came out and has since been bettered by other F1 games. Terrible!

● Players: 1-2 ● Price £54.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 1, Dec '97

FIGHTING

54% Cruis'n World

NINTENDO

Slightly better than the first Cruis'n game but still dumb! Nice graphics but far too easy to complete.

● Players: 1-2 ● Price £39.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 13, Nov '98

85% Smash Brothers

NINTENDO

Cute scrapper! Stars Mario and mates, easy to play, fun four player mode. Great laugh!

● Players: 1-4 ● Price £43.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 19, April '99

54% Aero Gauge

ASCII

Fast gameplay that's been bought at the expense of the graphics. A huge amount of fog ruins the game.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 5, March '98

85% Mortal Kombat 4

MIDWAY

MK finally leaps into 3D. Fastest fighter ever with awesome action and gruesome deaths.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 11, Sep '98

82% Fighter's Destiny

OCEAN

Serious fighting game! Good controls but blurry graphics and far too few moves. Get MK4 instead.

● Players: 1-2 ● Price £44.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 5, March '98

41% Cruis'n USA

NINTENDO

Good fun in the arcade but there's no roadkill on the N64 version which ruins most of the fun.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 21, May '99

82% Bio Freaks

GT INTERACTIVE

Blood soaked puncher! Jet around the levels, kick opponent's heads off get covered in red stuff.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 10, August '98

79% Nightmare Creatures

ACTIVISION

Fouler than Noely's nasal hair! Sword-swiping and blood dodging. Looks a bit dodgy at times.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 5, March '98



You should never mix socks and sandals boys

Hey, we're hip Miss green hair



PUZZLE

71% Dark Rift

ACTIVISION

Early N64 fighter! Interesting characters but shallow gameplay. Beaten to a pulp by MK4.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 2, Xmas '97

69% Mace: The Dark Age

GT INTERACTIVE

Hack and slash with fantasy-inspired characters. Looks good, moves fast but soon becomes tedious.

● Players: 1-2 ● Price £54.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 3, March '98

65% Rakuga Kids

MIDWAY

Insane beyond belief! Fight as a 70's disco diva, a washing machine, scissors and so on. Weird!

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 17, Feb '99

48% Mortal Kombat Trilogy

GT INTERACTIVE

Clumsy fighting game with flat characters, stuttering animation and pathetic controls. Avoid!

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 1, Dec '97

38% War Gods

MIDWAY

Hopeless fighter with preposterous moves, awful characters and terrible controls. Don't bother!

● Players: 1-2 ● Price £54.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 2, Xmas '97

35% Dual Heroes

HUDSON SOFT

Power Rangers look-a-likes. Ugly, slow and virtually unplayable thanks to weird disjointed fights.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 5, March '98

33% Clayfighter

ACTIVISION

Pathetic scrapper. Sluggish, badly animated and a completely unfunny sense of humour.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 4, Feb '98

28% Mortal Kombat Mythologies

GT INTERACTIVE

Horrible mix of 2D platformer and fighting game. Looks like a Megadrive and plays like a brick!

● Players: 1 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 6, April '97

92% Space Station

TAKE 2

Wonderfully weird. Hovering sheep, turbo mice and dogs armed with rocket launchers. Top puzzle game!

● Players: 1 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 16, Jan '99

90% Wetrrix

OCEAN

Tetris with water! Build dams, fix leaks and catch water. Tricky but fantastic once you get the hang of it.

● Players: 1-2 ● Price £39.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 8, June '98

88% Bust-A-Move '99

ACCLAIM

Best version of a great series! Gorgeous gameplay, cool Jap style and insanely addictive.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 23, June '99

85% Bust-A-Move 2

ACCLAIM

Fantastic balloon popping action. Line 'em up, let 'em go and get three of the same colour together.

● Players: 1-2 ● Price £39.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 10, August '98

83% Glover

HASBRO

Puzzler starring a white glove. Run on your fingers, bounce a ball and get killed a lot. Frustrating!

● Players: 1 ● Price £39.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 15, Xmas '98

82% Bust-A-Move 3

ACCLAIM

The king of puzzlers returns again. Identical to BAM 2 up to four players at once can play.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 17, Feb '99

72% Virtual Chess

TITUS

Virtual woodpushing! Move pawns, take pieces and checkmate the Grandmaster N64.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 11, Sep '98

60% Tetrisphere

ASCII

Tetris comes full circle! Spin blocks, match up pieces and try to free a trapped robot. A bit too slow!

● Players: 1-2 ● Price £29.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 5, March '99

56% Charlie's Blast Territory

HASBRO

Mindbender starring a fat brick. Crummy looking, awkward and incredibly frustrating!

● Players: 1-2 ● Price £29.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 5, March '99

55% Lode Runner

INFOGRAMES

Quirky head-bender that's let down by constant visual and mental repetition!

● Players: 1-2 ● Price £29.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 5, March '99

Race on through for more games





PLATFORM

85% Starshot: Space Circus



INFOGRAMES

Find freaks for an intergalactic big top. Great story, stutters a bit and you get lost often.

● Players: 1 ● Price £54.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 15, Xmas '98

74% Chameleon Twist



SUNSOFT/OCEAN

Perfect your tongue technique. Lacks greatness but quirky ideas make it fun. Far too easy though!

● Players: 1 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 3, Jan '98

96% Banjo Kazooie



RARE

Best platform game ever! Outrageously good looking, top ideas and loveable characters.

● Players: 1 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 11, Sept '98

83% Bomberman Hero



HUDSON

Everybody's favourite firestarter. Lobbing bombs is great but Banjo's a much better jumper.

● Players: 1 ● Price £54.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 9, July '98

70% Bomberman 64



HUDSON

The urban terrorist's N64 debut. Run around, solve puzzles and blow stuff up. Soon gets bland.

● Players: 1 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 4, Feb '98

94% Super Mario 64

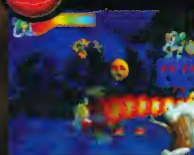


NINTENDO

Mario's best game ever! Looks great, plays well and lasts forever. You must own a copy!

● Players: 1 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 1, Dec '97

80% Mischief Makers

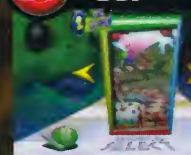


ENIX

Truly insane Japanese platformer. Control a schoolgirl, save a mad scientist avoid being groped.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 3, Jan '98

68% Iggy's Reckin' Balls

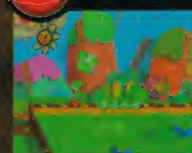


ACCLAIM

Original mix of platformer and racer! Bomb from ledge to ledge. Simple but fun for four players.

● Players: 1-4 ● Price £39.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 13, Nov '98

88% Yoshi's Story



NINTENDO

Hungry dinosaur eats super happy fruit. Looks great, fun for a while but far too easy to finish.

● Players: 1 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 8, Jan '98

75% Gex



GT INTERACTIVE

Makes fun of TV shows. Rib-tickling action but loose controls and poor camera angles ruin it.

● Players: 1 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 14, Dec '98

58% A Bug's Life



ACTIVISION

Playing this really 'bugs' you! Dull levels, sloppy visuals and crummy controls.

● Players: 1-4 ● Price £39.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 13, Nov '98

Other Stuff



4 MEG PAK - NINTENDO

Boost the power of your N64 and get loads of new games running in Hi-Res. Well worth getting with any new games!

£29.99



4 MEG RAM - JOYTECH

Like Nintendo's 4 meg pak but a whole tenner cheaper! Sadly there's a catch, and a great big bit of plastic sticks out of the top of your N64! Not as sleek, but it works the same.

£19.99



ACTION REPLAY PROFESSIONAL - DATEL

A sneaky device that lets you hack into games and cheat. Get cheats from Datel or hack into games yourself. Top fun and can bring old games back to life!

£39.99

GAMEBOY COLOR

Buy one and you'll fall in love with it! Super sharp screen, stylish look and the batteries last forever! Plays new Color games and all the old Gameboy games. Amazing!

£69.99





Memory Paks

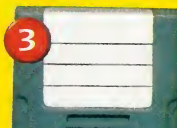
You'll be needing a controller pak to save on some games. All fairly similar but you'll find some bigger than others and easier to use!



1
GAMESTER LX4 1MB
A bit pricey but equivalent to four paks. The switches on the back work well.
☆☆☆☆ £17.99



2
OFFICIAL NINTENDO PAK
Official pak is quality. Only 256 KB though so you can't save much!
☆☆☆☆ £14.99



3
GAMESTER LX4 256KB
Identical to the official pak. Just as small and every bit as good!
☆☆☆ £9.99



4
SPOOK MEMORY 1MB
Button on top switches between four different paks. Tricky but it works!
☆☆☆ £14.99



5
1 MEG MEMORY MODULE
Stylish case with switches and lights on the back. Works a treat!
☆☆☆ £9.99

91% ASB 2000



ACCLAIM
The best bat 'n' ball game ever! Hardball realism with stunning visuals and tense gameplay.
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✓ ● Rumble pak ✓
● Reviewed in Issue 21, May '99

90% ISS 64



KONAMI
A superb rendition of footy. Fast paced, easy to play with incredible depth. But ISS '98 is better.
● Players: 1-2 ● Price £34.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 1, Dec '97

90% Premier Manager



ACCLAIM
Frantic combo of nut-cases and big sticks. Excellent sports-sim that could belong to the fighters!
● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 7, May '98

89% NFL Blitz



MIDWAY
Outrageous arcade-style US football. Over-the-top violence and snap-quick gameplay. Fantastic!
● Players: 1-2 ● Price £54.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 20, Easter '98

89% WWF Warzone



ACCLAIM
Mighty wrestler that kicks all others out of the ring. Fine animation and loads of neat touches!
● Players: 1-2 ● Price £54.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 20, Easter '98

89% All Star Tennis



UBISOFT
Excellent tennis game with a realistic slant. We preferred Centre Court (probably because of the strip tennis).
● Players: 1-2 ● Price £44.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 19, April '99

89% NHL '99



ELECTRONIC ARTS
Realistic ice fighting! Nice animation and top atmosphere but a bit slower than Breakaway.
● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 15, Xmas '98

87% World Cup '98



ELECTRONIC ARTS
Realistic footy game that pales next to ISS '98. Looks great but just doesn't have the gameplay!
● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 8, June '98

87% FIFA '98: RTWC



ELECTRONIC ARTS
Runs around effectively but just can't slam the ball home. Good but ISS '98 wins the championship.
● Players: 1-2 ● Price £34.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 4, Feb '98

96% ISS '98



KONAMI
Easily the game we've played the most. A perfect rendition that's fast paced and full of features.
● Players: 1-2 ● Price £39.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 12, July '98

93% FIFA '99



EA SPORTS
Incredible realism with an official licence. Not quite as favoured as ISS '98 but still footy-tastic.
● Players: 1 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 18, March '99

92% Madden '99



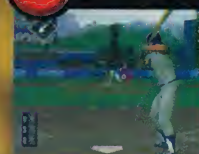
ELECTRONIC ARTS
All singing and dancing rendition of American Footy. Kicks the competition right out of the arena.
● Players: 1-2 ● Price £54.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 15, Xmas '98

90% Centre Court Tennis



NINTENDO
Top ball-thwacking with a Cartoon feel. Easy to play, extremely addictive and a strip tennis mode.
● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 18, March '99

90% All Star Baseball



ACCLAIM
Serious baseball action! Crystal clear visuals, well paced gameplay and great for two players.
● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 10, August '98

90% Madden '98



ELECTRIC ARTS
Classic US footy game. Uglier than the competition, but a beauty to play with your mates!
● Players: 1-2 ● Price £44.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 3, Jan '98

90% Winter Olympics



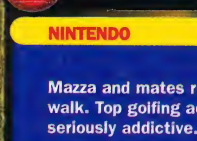
MIDWAY
Ten different snowbound sports. Snowboarding, speedskating and the best curling game ever.
● Players: 1-2 ● Price £59.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 5, March '98

90% NHL Breakaway



ACCLAIM
Frantic combo of nut-cases and big sticks. Excellent sports-sim that could belong to the fighters!
● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 7, May '98

92% Mario Golf



NINTENDO
Mazza and mates ruin a good walk. Top golfing action that's seriously addictive.
● Players: 1-4 ● Price £40.00
● 4 Meg Pak X
● Rumble pak ✓
● Reviewed in Issue 24, August '99

NEW ENTRY



86% NFL Quarterback Club

ACCLAIM

Just fails to go the whole 9 yards. Superb visuals but Madden plays a better game of ball.

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 3, Jan '98

86% Ken Griffey's Jr Slugfest

NINTENDO

Kenny's second pitch is stronger, but still not enough to strike out as ASB 2000

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 3, Jan '98

85% WCW/NWO Revenge

THQ

More burly bloke grappling action! Stunning graphics, fine controls and crowd teasing action.

● Players: 1-4 ● Price £54.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 12, Xmas '98

85% Kobe Bryant in NBA

ELECTRONIC ARTS

Nintendo slam the ball home! Detailed, action packed and easy to play. Top ball and hoop action.

● Players: 1-2 ● Price £39.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 9, July '98

85% Major League Baseball

NINTENDO

Arcade-style American rounders! Looks bland after All Star but it starts to shine when you play.

● Players: 1-2 ● Price £39.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 11, Sep '98

84% Wayne Gretzky's Hockey

MIDWAY

Lightning paced hockey game. Over-the-top violence, addictive gameplay and top two player mode.

● Players: 1-4 ● Price £44.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 2, Xmas '97

84% Nagano Olympic Hockey

MIDWAY

Wayne Gretzky's Hockey with Olympic teams. Fast paced, furiously fun but lacks Breakaway's skill!

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 7, May '98

84% NFL Quarterback Club '99

ACCLAIM

Look better than its predecessor. Wonderful visuals but we prefer an in-depth game of Madden.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 16, Jan '98

83% VR Pool

INTERPLAY

Ball thwacking without the fight over who's 20p is on the table. Not as much fun as a real game!

● Players: 1-2 ● Price £39.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 19, April '98

80% WCW Vs NWO

THQ

A fine fighter! Looks good, plays well and you even have to show off to the crowd to win!

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 4, Feb '98

80% NBA Jam '99

ACCLAIM

Incredibly realistic game of ball and hoop! Not much for novices but fantastic for fanatics!

● Players: 1-4 ● Price £44.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 17, Feb '99

74% NBA Hangtime

MIDWAY

Lacks technical brilliance but the gameplay's great! Fast and frantic with gravity defying moves!

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 1, Dec '97

69% Waialae Golf

INTERPLAY

Ruin a good walk and waste your money! Dodgy graphics, sloppy controls and tedious gameplay!

● Players: 1-2 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 13, Nov '98

68% NHL Breakaway '99

ACCLAIM

Breakaway's brought back to life! It's identical to the original so don't both getting both.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 17, Feb '99

65% NBA Pro '98

KONAMI

Serious basketball game that's lost in a sea of blurry fuzziness. Woeful visuals ruin the game.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak ✓
● Reviewed in Issue 17, Feb '98

62% WCW Nitro

THQ

Abslute onto the N64 but fails to enter the ring. Manages to be less realistic than the real thing.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 20, Easter '99

60% NBA Pro '99

KONAMI

Leaps into the air but bangs its head on the basket. Dismal visuals, and squeaky sound.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 23, June '99

34% FIFA 64

ELECTRONIC ARTS

Hobbles round the pitch like a one legged blind man! Dull, lifeless and crippled by ISS 64.

● Players: 1-4 ● Price £49.99
● 4 Meg Pak X ● Rumble pak X
● Reviewed in Issue 20, Easter '99

I think that the middle one should get his eyebrows cut

ADVENTURE OTHER STUFF

98% **Zelda 64**

NINTENDO

Best game ever made! Massive world, wonderful story, amazing visuals. It's got the lot - get it!

● **Players:** 1 ● **Price** £49.99
● 4 Meg Pak X ● Rumble pak ✓
● **Reviewed in** Issue 16, Jan '99

91% **Pilotwings 64**

NINTENDO

Wonderful flying game with hanggliders, gyrocopters, rocket belts and hidden extras! Months of fun!

● **Players:** 1 ● **Price** £49.99
● 4 Meg Pak X ● Rumble pak ✓
● **Reviewed in** Issue 16, Jan '99

84% **Blast Corps**

RARE

Wanton destruction on a global scale. Lots of vehicles, nice graphics and tense gameplay.

● **Players:** 1 ● **Price** £29.99
● 4 Meg Pak X ● Rumble pak X
● **Reviewed in** Issue 1, Dec '97

77% **Air Boarders**

HUMAN

Pull tricks on a hovering skateboard! Huge levels, nice visuals and good control. A bit basic though!

● **Players:** 1-2 ● **Price** £49.99
● 4 Meg Pak X ● Rumble pak X
● **Reviewed in** Issue 8, June '98

92% **Mission: Impossible**

INFOGRAMES

Straight forward adventure with a good storyline and great ideas. Graphics vary but it's mainly good.

● **Players:** 1 ● **Price** £39.99
● 4 Meg Pak X ● Rumble pak ✓
● **Reviewed in** Issue 12, Oct '98

92% **Mission: Impossible**

INFOGRAMES

Straight forward adventure with a good storyline and great ideas. Graphics vary but its mainly good.

● **Players:** 1 ● **Price** £29.99
● 4 Meg Pak X ● Rumble pak X
● **Reviewed in** Issue 1, Dec '97

37% **Rampage Universal Tour**

GT INTERACTIVE

Better than before but not by much! Smash stuff and eat people until you quickly get bored.

● **Players:** 1-3 ● **Price** £49.99
● 4 Meg Pak X ● Rumble pak ✓
● **Reviewed in** Issue 22, June '99

88% **Castlevania**

KONAMI

Whip vampires back to the underworld. Short lived platform adventure! Amazing fun while it lasts.

● **Players:** 1 ● **Price** £39.99
● 4 Meg Pak X ● Rumble pak X
● **Reviewed in** Issue 19, April '99

87% **Mario Party**

NINTENDO

50 small games tied together with dice rolling! Fantastic with four players that you'll never tire of.

● **Players:** 1-4 ● **Price** £44.99
● 4 Meg Pak X ● Rumble pak ✓
● **Reviewed in** Issue 19, April '99

83% **Mystical Ninja**

KONAMI

Surreal Japanese game! Talk to people, play sub-games and save the world from the giant peach!

● **Players:** 1 ● **Price** £49.99
● 4 Meg Pak X ● Rumble pak ✓
● **Reviewed in** Issue 7, May '98

73% **Superman**

TITUS

Poor performance from The Man of Steel. Dull, repetitive gameplay that looks terrible.

● **Players:** 1-2

● **Price** £39.99

● 4 Meg Pak X

● Rumble pak ✓

● **Reviewed in** Issue 24, August '99

60% **Holy Magic Century**

THQ

Control (the life of) Brian to find his father. Novel fighting but the dull story dies next to Zelda.

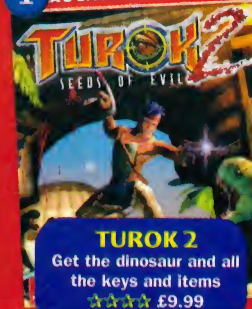
● **Players:** 1 ● **Price** £44.99

● 4 Meg Pak X ● Rumble pak ✓

● **Reviewed in** Issue 17, Feb '99

Parky's Top 5 Guides

1 **TA'S OFFICIAL STRATEGY GUIDE**



TUROK 2

Get the dinosaur and all the keys and items
★★★★ £9.99

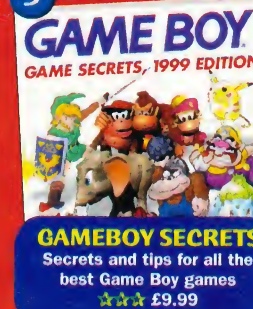
2 **SEGA'S UNAUTHORIZED STRATEGY GUIDE**



CASTLEVANIA 64

Spike the vampire in style. Great stuff
★★★★ £9.99

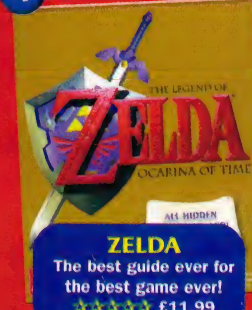
3 **TA'S OFFICIAL STRATEGY GUIDE**



GAMEBOY SECRETS

Secrets and tips for all the best Game Boy games
★★★★ £9.99

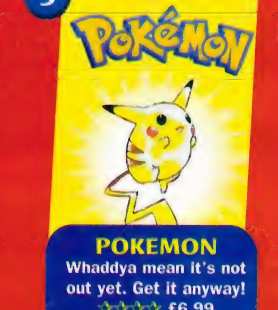
4 **TA'S OFFICIAL STRATEGY GUIDE**



ZELDA

The best guide ever for the best game ever!
★★★★★ £11.99

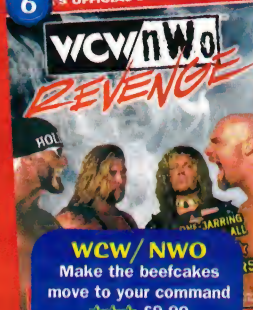
5 **POKEMON**



POKEMON

Whaddya mean it's not out yet. Get it anyway!
★★★★ £6.99

6 **TA'S OFFICIAL STRATEGY GUIDE**



WCW/NWO

Make the beefcakes move to your command
★★★★ £9.99

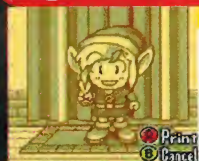
Don't get bogged down by games. Use a friendly guide!

GAMEBOY COLOR



All the
GameBoy games
can be found
right here!

Legend of Zelda



NINTENDO
Truly amazing RPG! Huge world, with incredible detail and tons of secrets. Buy a copy today!
Price £24.99



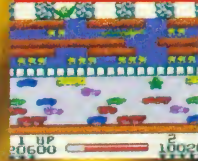
The Smurf's Nightmare



INFOGRAMES
Top platform action starring cool looking colour Smurfs and loads of playability!
Price £24.99



Frogger



TAKE 2
Guide a greenback across the highway without ending up as roadkill! Still fun after all these years
Price £24.99



Super Mario Deluxe



NINTENDO
The game that made Nintendo with loads of new modes. Run, jump and save the Princess. Amazing!
Price £24.99



Lucky Luke



INFOGRAMES
Fastest gun on the Gameboy! Shoot injuns dodge buffalo and shout out yeehaa!
Price £24.99



Maya the Bee



ACCLAIM
Control three characters in this well tricky puzzler. Good brain-bender but nothing we haven't seen before!
Price £24.99



Tetris DX



NINTENDO
Original puzzler in full colour! Tense, addictive and still one of the best games ever made!
Price £24.99



The Rugrat's Movie



THQ
Loveable platformer. Collect toys, avoid spiders and swoon over the brilliant visuals.
Price £24.99



Bugs Bunny and Lola Bunny



NINTENDO
Play as Bugs and Lola in this platformer! Okay but not quite as good as Warioland 2!
Price £24.99



Harvest Moon



NINTENDO
A blooming excellent farming game! Sow seeds, water crops, brush cows and reap the harvest!
Price £24.99



Dropzone



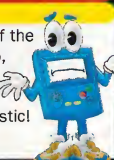
ACCLAIM
Defender on viagra! Fast, addictive and rock-hard! Age-old shooter that can party all night!
Price £24.99



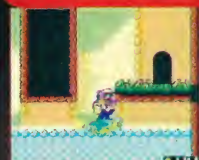
V-Rally



INFOGRAMES
Jazzed up version of the GB classic! Madcap, fast and challenging but just a bit too simplistic!
Price £19.99



Warioland II



NINTENDO
The dastardly hero returns! Classic jumper with huge graphics and loads of levels. Great!
Price £24.99



All Star Baseball 2000



ACCLAIM
Top baseball game. Truly incredible visuals, deep gameplay and realistic feel. Well worth owning!
Price £24.99



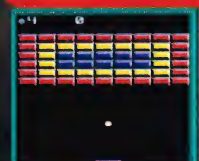
Obelix



INFOGRAMES
Asterix's other half in a predictable platformer. Roman kicking fun but nothing new.
Price £19.99



Super Breakout



NINTENDO
Incredibly addictive! Bounce a ball, smash bricks and spend weeks lost in pure gameplay!
Price £24.99



Legend of the River King



NINTENDO
A fishing RPG (says it all really!) Walk around, fight monsters, talk about fish and catch carp. It just doesn't work!
Price £19.99



Bust-A-Move 4



NINTENDO
Fire different bubbles up the screen and try to get three together. Best puzzler since Tetris!
Price £24.99



WWF Attitude



ACCLAIM
The biggest names in wrestling on the small screen! Loads of real moves but it's visually uninspiring.
Price £24.99



I'm-a back
on the GameBoy.
Wahooo!

Defender/ Joust



MIDWAY

Defender rocks but Dropzone's better. Joust is plain daft. Only for people fond of the originals.

Price £24.99



720



MIDWAY

Take a spin on a skateboard! The tricky controls make it hard to even skate straight though!

Price £24.99



Top Gear Rally



NINTENDO

Top gimmick with an in-built rumble pak! Works a treat but the game's not too brilliant!

Price £24.99



Game and Watch Gallery



NINTENDO

Remake of videogaming dinosaurs! Clumsy, primitive and best left extinct.

Price £19.99



Hexcite



NINTENDO

Two player puzzler. Difficult, annoying and forgettable. Get Tetris DX instead of this!

Price £19.99



GameBoy Goodies

SUPERZOOM - INTERACT

Makes your Game Boy screen bigger. Works well but is a bit too clunky for us!

★ ★ £4.99



GAMEBOY COLOR PROTECTOR - INTERACT

Keep your GBC safe from nasty knocks.

★ ★ ★ £6.99



TRAVEL PACK - INTERACT

As used by the Pro Team. A tardis-like bag surrounded by pockets. Looks cool too!

★ ★ ★ ★ £9.99



GAMEBOY PULSEPACK - INTERACT

Rumbles along to game sounds. It really works and makes good games better.

★ ★ ★ ★ £9.99



GAMEBOY POWERPACK - GAMESTER

Best Game Boy peripheral! No more money spent on batteries, charge lasts ages and even makes your GBC easier to hold. Used to power all our GameBoy Colors.

★ ★ ★ ★ ★ £11.99



GAMEBOY BUMBAG - GAMESTER

Carries and protects your Game Boy. Plenty of pockets and a bright colour scheme.

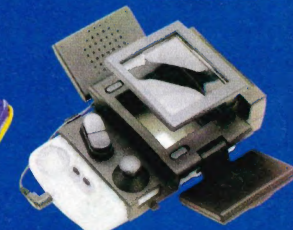
★ ★ ★ £4.99



HANDYPACK COLOR - INTERACT

Transforms your GameBoy Color (Gundam-style) into a visual and sonic monster.

★ ★ ★ £16.99



Parky's Big Game Hunt

Hunt down a mysterious prize by searching through the park to answer the twelve questions.

Answer all the questions by searching through the Park. Take the first letter from each game and it'll spell out the prize you could win. Send your answer to Parky's Big Game Hunt, N64 Pro, Freepost 3038, IDG Media, Media House, Adlington Park, Macclesfield, Cheshire, SK10 4NP

- One: The best shooter ever?
- Two: A sneaky device?
- Three: What game is "all singing and dancing"?
- Four: Which company made the game above?
- Five: What is Maya?
- Six: Who's Asterix's "other half"?
- Seven: What character eats super happy fruit?
- Eight: Which "abomination" sports Y-Fronts?
- Nine: What's the only GameBoy game to rumble?
- Ten: Who made All Star Tennis?
- Eleven: What's "fast, competitive and fiercely addictive"?
- Twelve: Hop, hop, hop... Splat. Name this Greenback?

Answers

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.

Parky's Note: Guessing gets you nothing! You must have the correct answer to every question to win the prize!

Hey Parky, send me some....

Name...

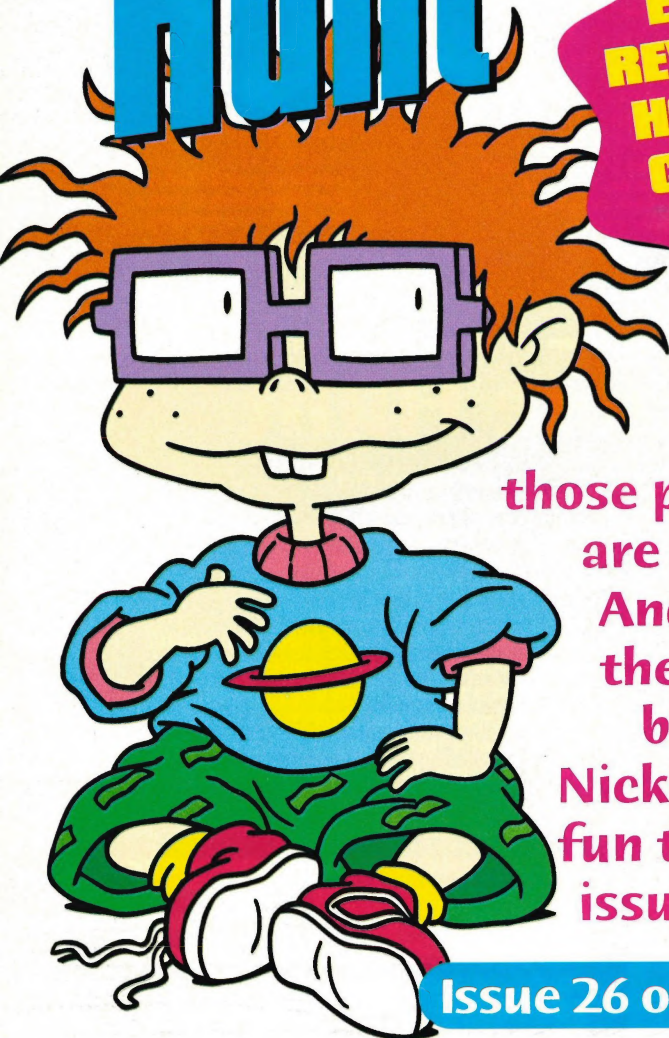
Address...

Post Code...

**NEXT
MONTH...**

Rugrats: Scavenger Hunt

**EXCLUSIVE
REVIEW OF THE
HOTTEST PAL
CART OF THE
SUMMER!**



Love 'em or
loathe 'em
those pesky Rugrats
are everywhere.
And next month
they're bringing
buckets of
Nickelodeon style
fun to the October
issue of N64 Pro!

Issue 26 on sale September 16th

Editor: Steve McNally **Art Editor:** Jim Eagers **Reviews Editor:** Paul Noel **Staff Writer:** Mark Hattersley **Art Asst:** Nicky Harding **Production Editor:** Lewis Pek **Art Director:** Dean Wilson
Illustrator: Kevin Hoggood **Contributors:** Andy Wan, Rob Waterworth **Managing Director:** Ian Bloomfield **Publisher:** Carol Ann Barrett **Publishing Director:** Robin Wilkinson **Managing Editor:** Paul Roundell **Circulation Director:** David Wren **Group Ad Manager:** Lisa Jo Oliver
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Global Vision Total Knowledge

N64PRO

Red Hot

NEWS

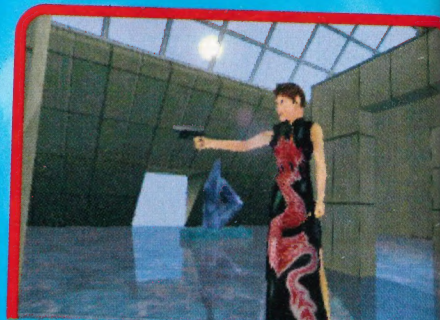


The latest
on Dolphin
and the
biggest
N64 games
for
Christmas!



Perfect Dark

The wait for
the greatest
game ever is
almost over!
We tell you
everything
you need to
know!



BLUEPRINT

Command & Conquer

CHEATZONE

Tip-X has
been given
the NOD to
craft the
ultimate
C&C guide!



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£6.99 Gets You 10 Mags & More

Nintendo 64 + Goldeneye ... **99.99 less £10***
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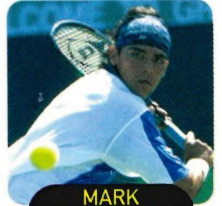
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